

AE 352: Homework 5

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1. **a.** Find ω'

$$\begin{aligned} (H_O)_1 &= (H_O)_2 \\ (0.4)(0.05)(250 \cos(30^0)) - 3(6)(.2)^2 - 3(6)(.4)^2 &= (3 + 0.05)(0.4)^2 \omega' + 3(0.2)^2 \omega' \\ \omega' &= 1.20087 \frac{\text{rad}}{\text{s}} \end{aligned}$$

- b.** Find the maximum angular deflection θ_{max}

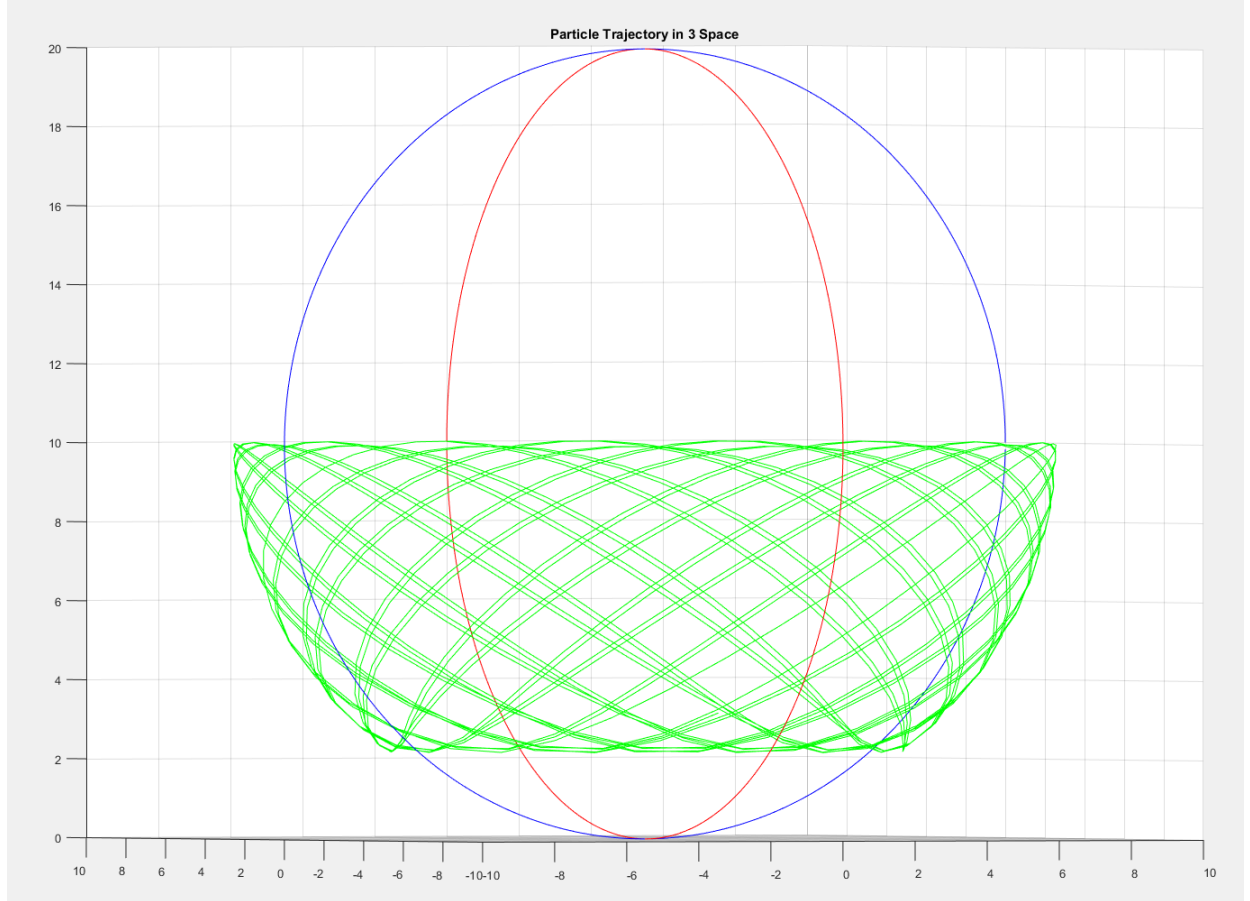
$$\begin{aligned} T + V &= T' + V' \\ 0 + (3 \cdot 0.2 - (3 + 0.05) \cdot 0.4)g \cos(\theta) &= \frac{1}{2}(3 + 0.05)(0.4 \cdot 1.20087)^2 + \frac{1}{2}(3)(0.2 \cdot 1.20087)^2 \\ &\quad + (3 \cdot 0.2 - (3 + 0.05) \cdot 0.4)g \\ -.60822 \cos(\theta) &= 0.35187 + 0.086525 + -.60822 \\ \cos(\theta) &= 0.927922 \\ \theta_{max} &= \arccos(0.927922) \\ \theta_{max} &= 21.89^\circ \end{aligned}$$

2. **a.** Find θ as a function of h

$$\begin{aligned} r_0 \times mv_0 &= r \times mv \\ r_0 mv_0 &= rmv \cos(\theta) \\ T + v &= T' + v' \\ \frac{1}{2}mv_0^2 + mgh &= \frac{1}{2}mv^2 \\ v_0^2 + 2gh &= v^2 \\ v &= \sqrt{v_0^2 + 2gh} \\ r^2 &= r_0^2 - h^2 \\ r_0 mv_0 &= rmv \cos(\theta) \\ r_0 v_0 &= \sqrt{r_0^2 - h^2} \sqrt{v_0^2 + 2gh} \cos(\theta) \\ \frac{r_0 v_0}{\sqrt{r_0^2 - h^2} \sqrt{v_0^2 + 2gh}} &= \cos(\theta) \\ \frac{r_0 v_0}{r_0 v_0 \sqrt{1 - \frac{h^2}{r_0^2}} \sqrt{1 + \frac{2gh}{v_0^2}}} &= \cos(\theta) \\ \theta &= \arccos\left(\frac{1}{\sqrt{1 - \frac{h^2}{r_0^2}} \sqrt{1 + \frac{2gh}{v_0^2}}}\right) \end{aligned}$$

b. As time progresses, θ will gradually increase and then begin decreasing after reaching a maximum value. θ will continue decreasing beyond the point where it changes signs and it will begin travelling up the hemisphere. Assuming that no damping occurs, as $t \rightarrow \infty$ the particle will continue circling the hemisphere as it oscillates up and down. In a real situation where damping occurs, the particle will eventually settle at the bottom of the hemisphere. Prior to it stopping, it will be circling the center of the hemisphere with $\theta \approx 0$.

c.



3. **a.**

$$\begin{aligned}
 2m \cdot x \cdot l_0 - m \cdot (1-x) \cdot l_0 &= 0 \\
 x &= \frac{1}{3} \\
 (H_O)_1 &= (H_O)_2 \\
 2m\omega_0 \left(\frac{l_0}{3}\right)^2 + m\omega_0 \left(\frac{2l_0}{3}\right)^2 &= 2m\omega \left(\frac{l_0}{6}\right)^2 + m\omega \left(\frac{l_0}{3}\right)^2 \\
 \frac{2}{9}\omega_0 l_0 + \frac{4}{9}\omega_0 l_0 &= \frac{1}{18}\omega l_0 + \omega l_0 \frac{1}{9} \\
 \frac{6}{9}\omega_0 &= \frac{3}{18}\omega \\
 \omega &= 4\omega_0
 \end{aligned}$$

b.

$$\begin{aligned}
\vec{F}_{str} &= \frac{mv^2}{r} \\
\vec{F}_{str} &= 2m\omega^2 r \\
\vec{F}_{str} &= 2m(4\omega_0)^2 \frac{l_0}{6} \\
\vec{F}_{str} &= \frac{16}{3}m\omega_0^2 l_0 \text{ N}
\end{aligned}$$

Check:

$$\begin{aligned}
\vec{F}_{str} &= \frac{mv^2}{r} \\
\vec{F}_{str} &= m\omega^2 r \\
\vec{F}_{str} &= m(4\omega_0)^2 \frac{l_0}{3} \\
\vec{F}_{str} &= \frac{16}{3}m\omega_0^2 l_0 \text{ N}
\end{aligned}$$

4. **a.**

$$\begin{aligned}
\sum F &= 0 \\
\mu m \frac{L-x}{L} g &= m \frac{x}{L} g \\
\mu(L-x) &= x \\
\mu L &= x + \mu x \\
x &= \frac{\mu L}{1+\mu} \text{ m}
\end{aligned}$$

b.

$$\begin{aligned}
T + V &= T' + v' \\
0 + m \frac{L - \frac{\mu L}{1+\mu}}{L} g L + m \frac{\frac{\mu L}{1+\mu}}{L} g (L - \frac{x}{2}) &= mg \frac{L}{2} + \frac{1}{2} v^2 \\
(gL - g \frac{\mu L}{1+\mu}) + \frac{\frac{\mu L}{1+\mu}}{L} g (L - \frac{x}{2}) &= g \frac{L}{2} + \frac{1}{2} v^2 \\
gL - g \frac{\mu L}{1+\mu} + g \frac{\mu L}{1+\mu} - g \frac{x}{2} \frac{\mu L}{L} &= g \frac{L}{2} + \frac{1}{2} m v^2 \\
g \frac{L}{2} - g \frac{x}{2} \frac{\mu L}{L} &= \frac{1}{2} v^2 \\
gL - gx \frac{x}{L} &= v^2 \\
v &= \sqrt{g(L - \frac{x^2}{L})} \\
v &= \sqrt{g(L - \frac{(\frac{\mu L}{1+\mu})^2}{L})} \\
v &= \sqrt{gL \left(1 - \left(\frac{\mu}{1+\mu}\right)^2\right)} \frac{\text{m}}{\text{s}}
\end{aligned}$$

MATLAB Code

```
1 %%
2 % AE 352
3 % HW 5
4 % 2C EC
5 close all; clear all;
6
7 R = 10; %define initial Radius
8 v_0 = 10; %define initial speed
9 g = -9.81; %gravity constant
10
11 theta(1) = 0; % starting parameters
12 omega(1) = v_0/R;
13
14 dt = 100/1000;% time discretization
15 t_Max = 100;
16
17 x(1) = 0;
18 y(1) = R;
19 z(1) = 10;
20
21 vx(1) = 0;
22 vy(1) = v_0;
23 vz(1) = 0;
24 az(1) = 0;
25
26
27 for t=1 : 1000
28
29     %utilize a ratio of radii (r_0)^2/r^2 to determine omega,
30     %then use omega^2*r to find centripetal acceleration
31     az(t+1) = (omega(1)*(100/(R^2-(R-z(t))^2)))^2*(R-z(t));
32     vz(t+1) = vz(t) + dt*((g)+az(t+1)); %alter gravity influence with centripetal
33     z(t+1) = z(t) + dt*vz(t+1); %numerically integrate to find z
34
35     omega(t+1) = omega(1)*(100/(R^2-(R-z(t+1))^2)); % find omega as before with radii ratio
36
37     theta(t+1) = theta(t) +dt*omega(t+1); %numerically integrate to find theta
38
39     x(t+1) = sin(theta(t+1))*sqrt(R^2-(R-z(t+1))^2); % numerically intrage to find new x and y
40     y(t+1) = cos(theta(t+1))*sqrt(R^2-(R-z(t+1))^2);
41
42 end
43
44 %make circles for visualization purposes
45 x1(1)=0;
46 y1(1)=0;
47 z1(1)=0;
48 x2(1)=0;
49 y2(1)=0;
50 z2(1)=0;
51 for t = 1:360
52     x1(t) = 10*cosd(t-1);
53     x2(t) = 0;
54     y1(t) = 0;
55     y2(t) = 10*cosd(t-1);
56     z1(t) = 10*sind(t-1)+10;
57     z2(t) = 10*sind(t-1)+10;
58 end
59
60 figure(1)
61 title('Particle Trajectory in 3 Space');
62 hold on;
63 grid on;
64 plot3(x,y,z,'g-');
65 plot3(x1,y1,z1,'b-');
66 plot3(x2,y2,z2,'r-');
```