# AugerBot Calculations

Quit

Trial 1: 9/19 - 9/26

Modified Francisco Calculations: 10/18 (Do not use!)

Plotting Fx to find U which Balances Forces: 11/1

Plotting Fx to find U which Balances Forces 2: 11/9

Inside Equation for Thrust: 11/16

Backtracking: 11/27

Francisco' s with Chen' s Coefficients: 11/30 (CORRECT ONES)

Abs Val Test: 12/6

#### Ouit:

- Modified convergence method. Abs not needed for Newton Raphson because the graphs for these when F[Uguess] < 0 makes it impossible to solve for a U which actually projects to a point on the Fx curve. Automatically skips Newton. Saves computation time. Explains flat line -\_\_\_-
- Fx(Uguess) DNE for Uguess < 0 due to natural log term

# Testing Auger Model with Correct Chen Coefficients

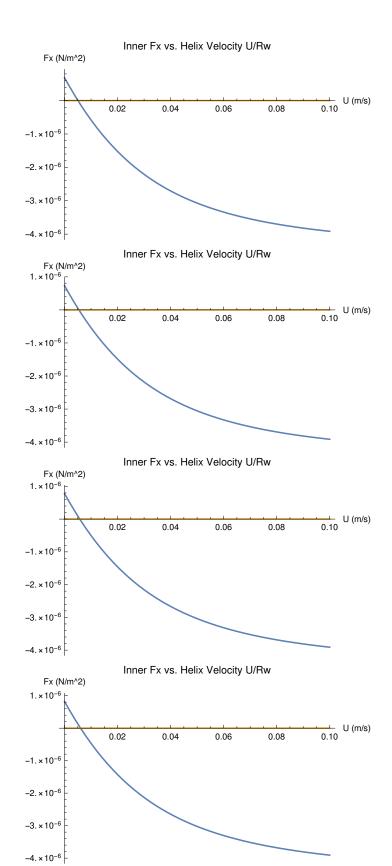
#### **Parameters**

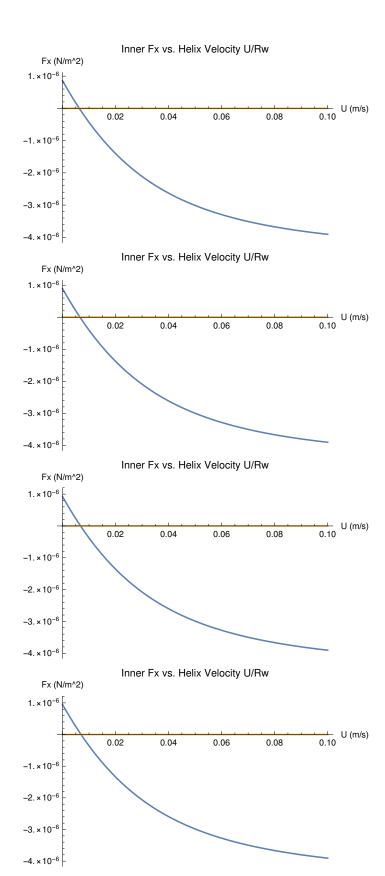
```
For Helix
```

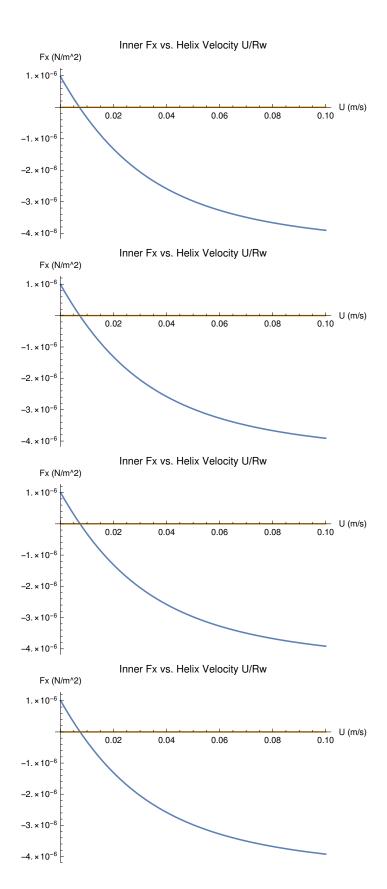
```
(*Current param: R = 1.8cm, n = 3.5*)
  R = 0.018; (*Screw radius, m*)
   n = 1; (*Number of helix turns*)
   For Material
   (*LP poppy Fourier coefficients*)
  A00 = 0.051; A10 = 0.047; B11 = 0.053; B01 = 0.083;
  Bn11 = 0.020; C11 = -0.026; C01 = 0.057; Cn11 = 0; D10 = 0.025;
  \beta = (Pi/2) - \phi; (*\phi is symbolic, radians*)
  \alpha z = Bn11 * Sin[2 * Pi * (-\beta / Pi)] + A00 * Cos[2 * Pi * 0] +
       B01 * Sin[2 * Pi * 0] + A10 * Cos[2 * Pi * (\beta/Pi)] + B11 * Sin[2 * Pi * (\beta/Pi)];
   (*Vertical stress per unit depth, N/m^3*)
  \alpha x = \text{Cnll} * \text{Cos}[2 * \text{Pi} * (-\beta/\text{Pi})] + \text{C0l} * \text{Cos}[2 * \text{Pi} * 0] +
       D10 * Sin[2 * Pi * (\beta / Pi)] + C11 * Cos[2 * Pi * (\beta / Pi)];
   (*Horizontal stress per unit depth, N/m^3*)
  d = 0.05;(*Depth robot buried, m*)
   (*Friction coefficients, expressed in terms of \phi_*)
   Cn = \alpha x * d; (*N/m^2*)
   \mathsf{Ct} = \alpha \mathsf{z} * \mathsf{d};
   For Motor
  W = 2 \times 1000 \times (2 \times Pi) / 3584; (*Angular velocity with 12V source, rad/s*)
   (2 ticks/ms)*(1000 ms/s)*(2*Pi rad/rev)*(1 rev/3584 ticks)
Horizontal Thrust Equation (The full one)
  FxIn[U_{-}] := (2 * Pi * n / Cos[\phi]) *
       (((Cn - Ct) * w * Sin[\phi] * Cos[\phi]) * (((R / (2 * w^2)) * Sqrt[(R * w)^2 + U^2]) +
              ((U^2/(2*w^3))*(Log[U] - Log[R*w + Sqrt[(R*w)^2 + U^2]]))) -
          (U * (Ct * Sin[\phi]^2 + Cn * Cos[\phi]^2) * (Sqrt[(R * w)^2 + U^2] - U) / w^2));
   \phi input must be in radians
```

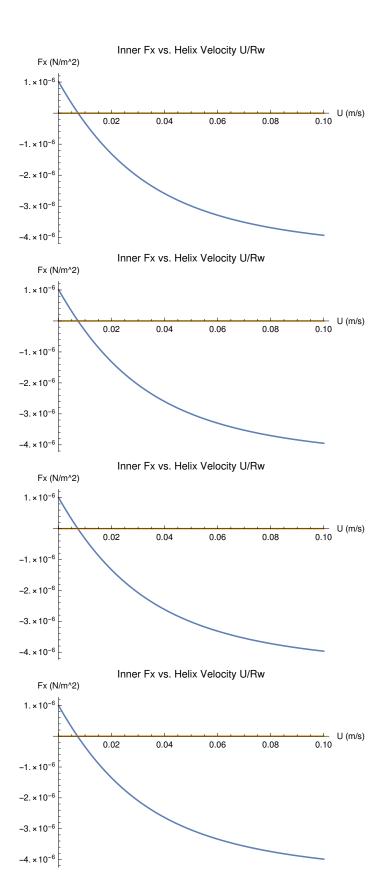
### Calculating U/Rw when Fx = 0 for Many $\phi$ Cases

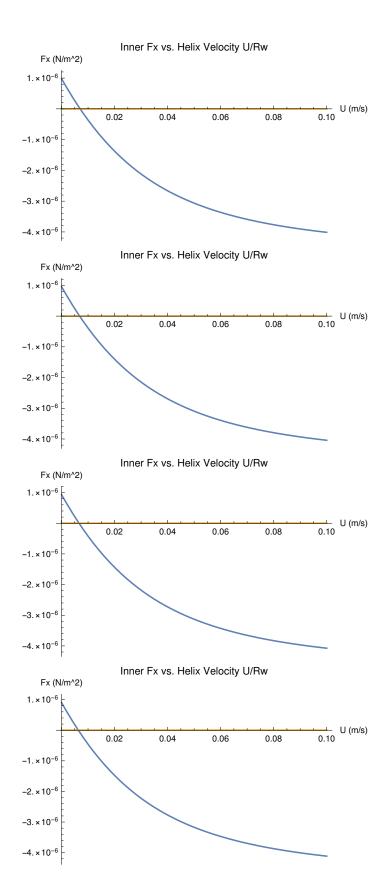
```
\phi = 10 * Pi / 180 // N; (*Local inclination, radians*)
\phistore = {};
Ustore = {};
Fstore = {};
FMaxstore = \{\}; (*FxIn when u = 0.001*)
While \phi < 90 * Pi / 180,
 (*Print statements*)
 (*Print["Let \phi = ", \phi*180/Pi, " deg"];*)
 Print@
  Plot[{FxIn[U], 0}, {U, 0, 0.1}, PlotLabel \rightarrow "Inner Fx vs. Helix Velocity U/Rw",
   AxesLabel \rightarrow {"U (m/s)", "Fx (N/m^2)"}, PlotRange \rightarrow All];
 (*Finding U intercept: Newton-Raphson Method*)
 guess = 10^-6; (*Reset initial guess*)
 grad = D[FxIn[U], U];
 (*Print[FxIn[guess]];*)
 While [FxIn[guess] > 10^-12, (*Keep iterating until FxIn = 0*)
  gradEval = grad /. U → guess; (*Find FxIn'(guess)*)
  guess = guess - FxIn[guess] / gradEval (*u_{i+1} = u_i - FxIn(u_i)/FxIn'(u_i)*)
 ١;
 Uint = guess; (*U intercept found*)
 (*Storing data in arrays*)
 \phistore = Join[\phistore, {\phi}]; (*Storing \phi in Radians*)
 FMaxstore = Join[FMaxstore, {FxIn[10^-3]}]; (*FxIn(0.001)*)
 Ustore = Join[Ustore, {Uint}]; (*U found when FxIn < 10^-6*)
 Fstore = Join[Fstore, {FxIn[Uint]}]; (*FxIn val at U-intercept*)
 \phi = \phi + (1 * Pi / 180) (*Increment by 1 deg*)
                Inner Fx vs. Helix Velocity U/Rw
   Fx (N/m^2)
                                                0.10 U (m/s)
                      0.04
-1. \times 10^{-6}
-2. \times 10^{-6}
-3. \times 10^{-6}
-4. × 10<sup>−6</sup>
```

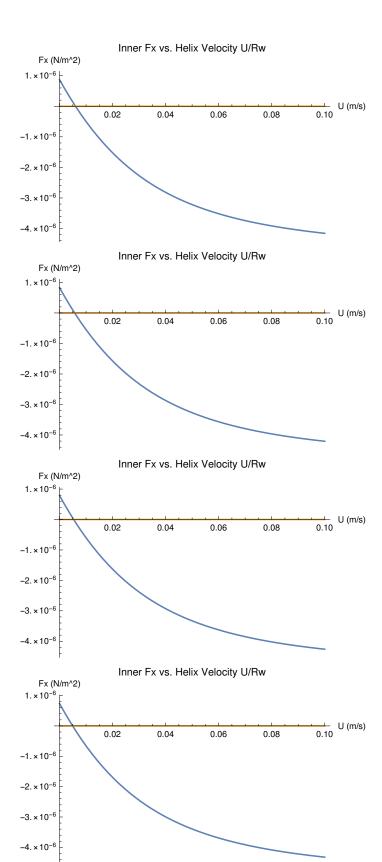


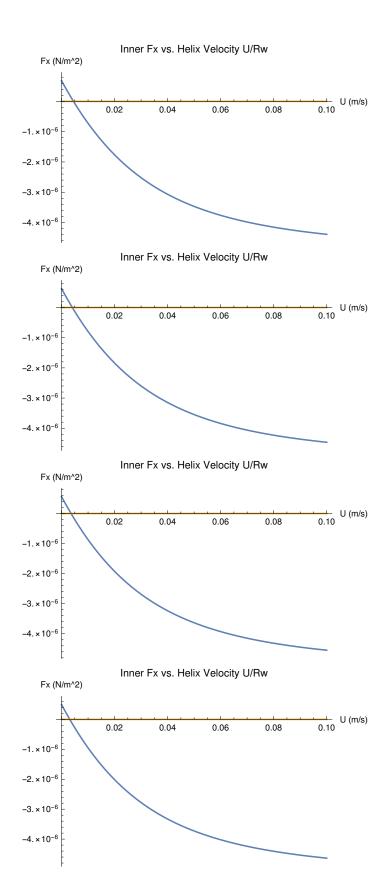


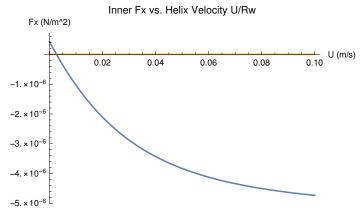


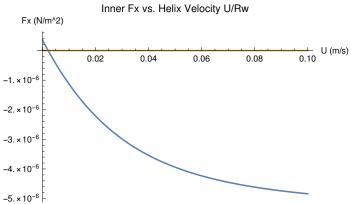


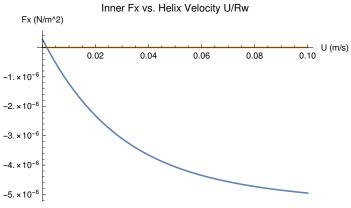


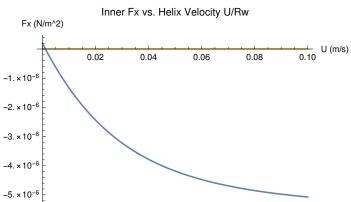


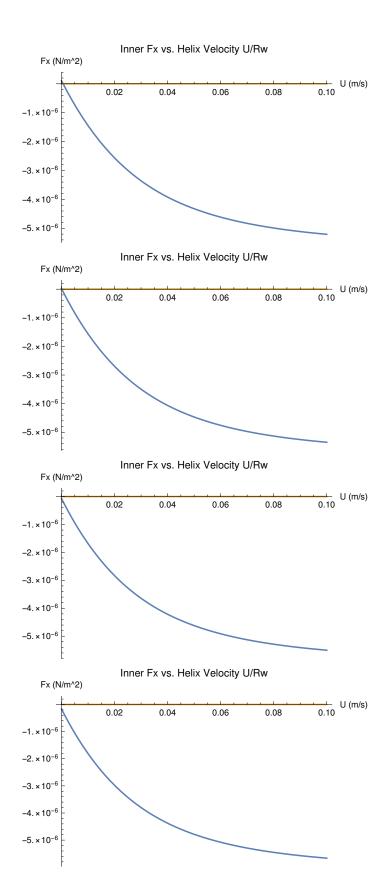


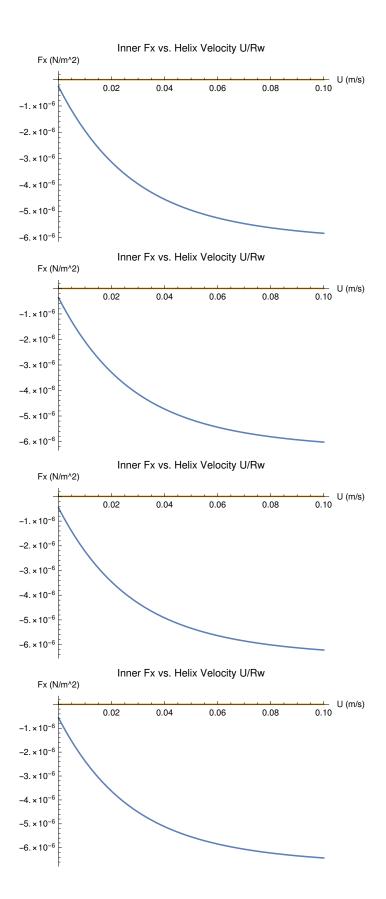


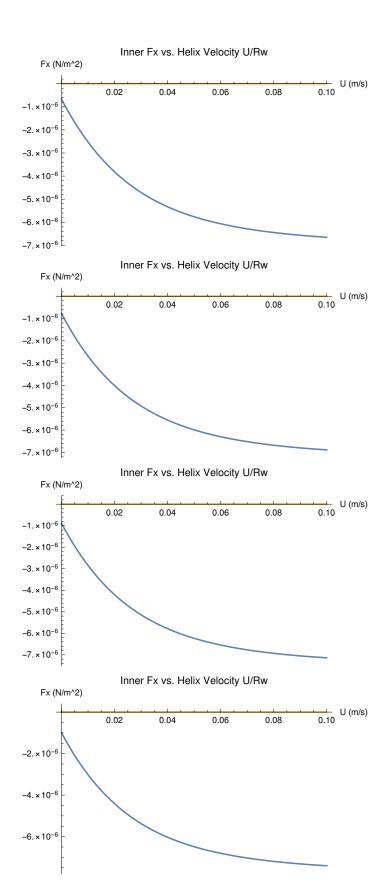


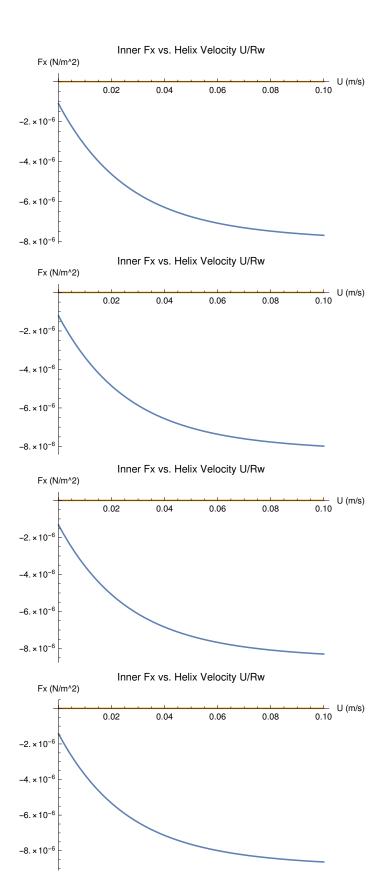


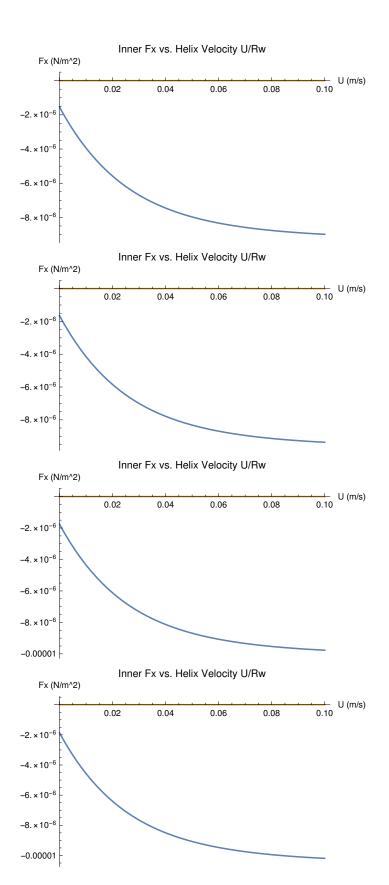


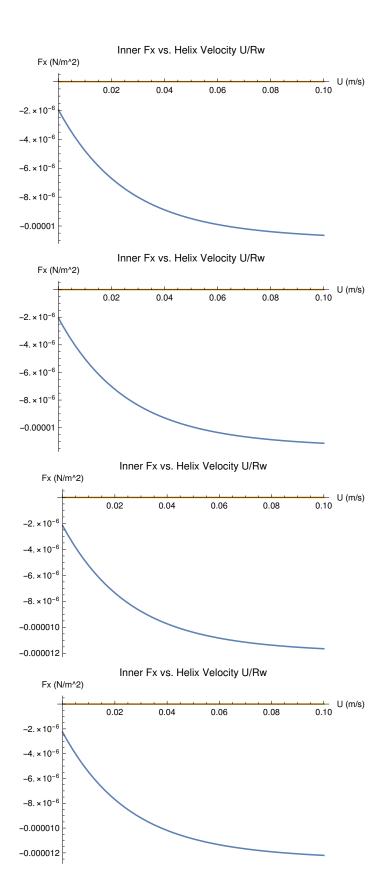


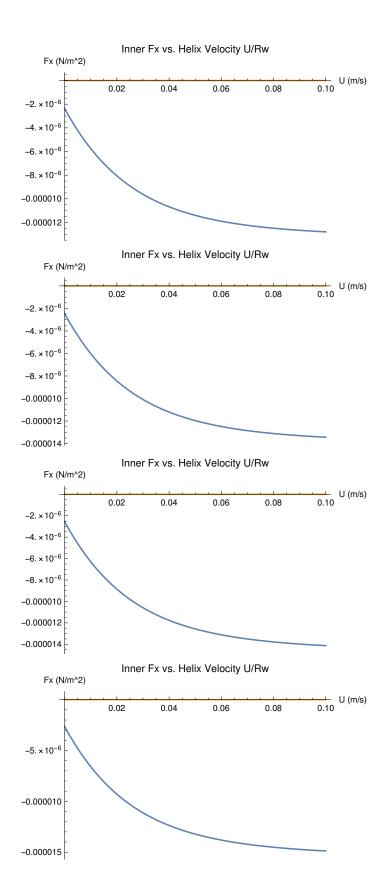


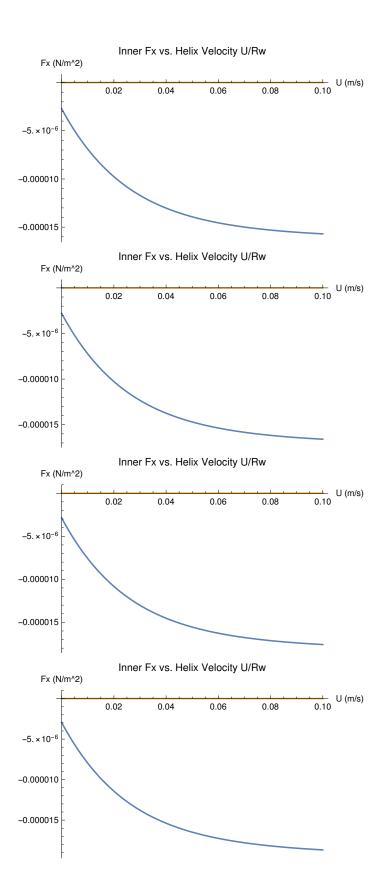


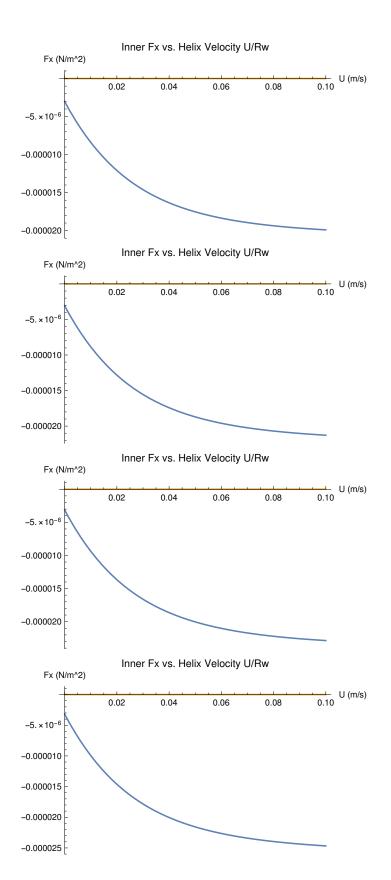


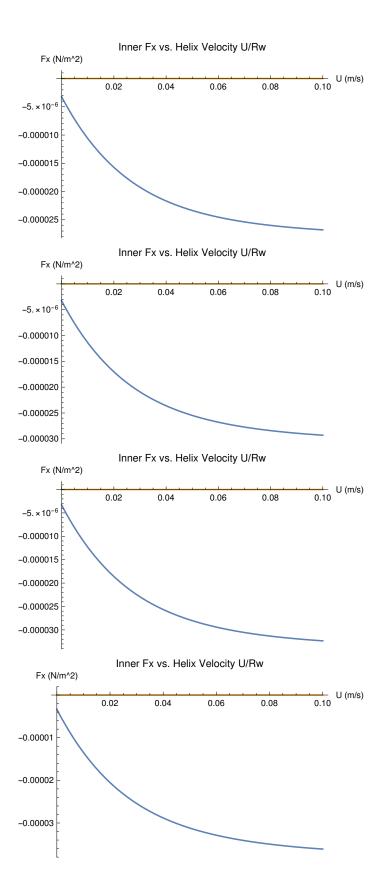


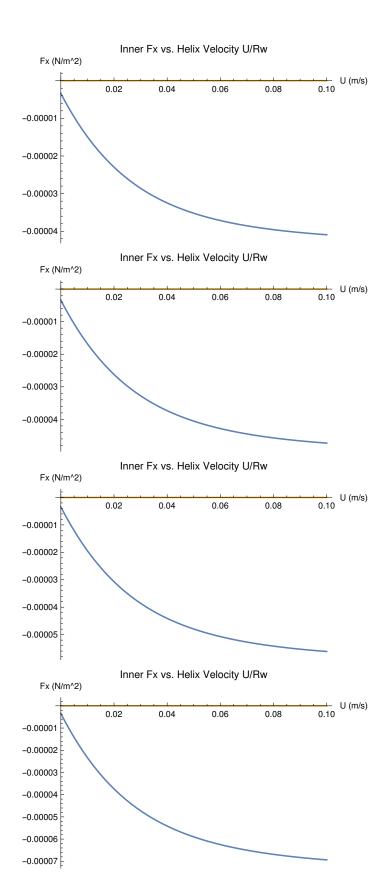


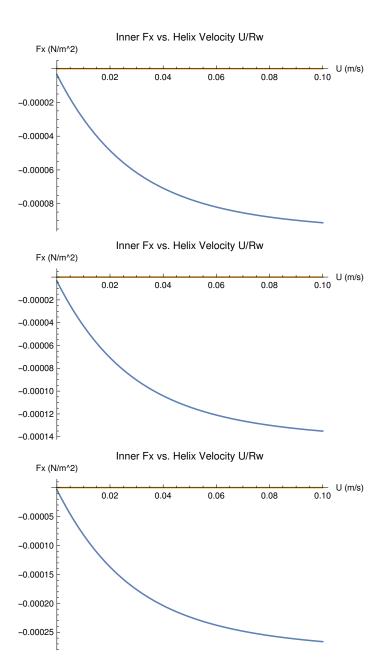












## **Analysis**

```
\phicol = \{\phistore\}^{\mathsf{T}};
Ucol = {Ustore}<sup>™</sup>;
Fcol = {Fstore}<sup>T</sup>;
Fmaxcol = {FMaxstore}<sup>T</sup>;
(*Helix Translation Speed vs. Local Incline Angle \phi*)
dataPlot = Join[\phi col * 180 / Pi, Ucol, 2];
ListPlot[dataPlot, PlotLabel \rightarrow "U vs \phi",
 AxesLabel \rightarrow {"\phi (Rad)", "U (m/s)"}, ImageSize \rightarrow Large]
                                                   U vs \phi
  U (m/s)
0.007
0.006
0.005
0.004
0.003
0.002
0.001
```

With Chen's coefficients, the dimensional Fx equation does yield a U maximum speed :) Same deal with Francisco's model, where net forward thrust only exists for  $0 < \phi < 40^{\circ}$ 

```
(*FxIn Max vs. Local Incline Angle \phi*)
dataMax = Join[\phi col * 180 / Pi, Fmaxcol, 2];
ListPlot[dataMax, PlotLabel \rightarrow "FxIn Max vs. \phi",
 AxesLabel \rightarrow {"\phi (Deg)", "FxIn Max"}, ImageSize \rightarrow Large, PlotRange \rightarrow Full]
         20 40 bu
                                                  FxIn Max vs. φ
     FxIn Max

→ φ (Deg)

 -2. \times 10^{-6}
 -4. \times 10^{-6}
 -6. \times 10^{-6}
 -8. \times 10^{-6}
-0.000010
-0.000012
(*Checking Data Values: \phi is left col, U/Rw is right col*)
dataTable = Join[\phi col * 180 / Pi, Ucol, Fcol, 2];
\label{eq:grid_solution} \texttt{Grid}\big[\texttt{Join}\big[\big\{\big\{\ensuremath{"\phi\ (Deg)",\ \ensuremath{"U",\ \ensuremath{"FxIn[U]"}}\big\}\big\},\ dataTable,\ 1\big]\big]
\phi (Deg)
                                   FxIn[U]
             0.00468258 1.8561 \times 10^{-15}
   10.
   11.
             0.00505958 3.17729 \times 10^{-15}
             0.00541394 \qquad 5.0654 \times 10^{-15}
   12.
   13.
             0.00574407 \quad 7.59502 \times 10^{-15}
             0.0060484 \qquad 1.07902 \times 10^{-14}
   14.
   15.
             0.00632535 \quad 1.46078 \times 10^{-14}
   16.
             0.00657334 \quad 1.89275 \times 10^{-14}
             0.00679084 \quad 2.35511 \times 10^{-14}
   17.
   18.
             0.00697635 \quad 2.82127 \times 10^{-14}
             0.00712844 \quad \  3.25989 \times 10^{-14}
   19.
             0.00724577 3.63793 \times 10^{-14}
   20.
   21.
             0.00732711 \quad 3.92417 \times 10^{-14}
   22.
             0.00737137 \quad 4.09297 \times 10^{-14}
   23.
             0.00737762 \quad 4.12758 \times 10^{-14}
             0.00734515 \qquad 4.0226 \times 10^{-14}
   24.
   25.
             0.00727345 \quad 3.78512 \times 10^{-14}
   26.
             0.00716228 3.4342 \times 10^{-14}
             0.00701169 \quad 2.99876 \times 10^{-14}
   27.
   28.
             0.00682204 2.51412 \times 10^{-14}
             0.00659404 \qquad 2.0176 \times 10^{-14}
   29.
```

30.	0.00632874	$1.5439 \times 10^{-14}$
31.	0.00602757	$1.12112\times 10^{-14}$
32.	0.00569233	$7.67893 \times 10^{-15}$
33.	0.00532521	$4.92292 \times 10^{-15}$
34.	0.00492876	$2.92488 \times 10^{-15}$
35.	0.00450587	$1.58964 \times 10^{-15}$
36.	0.00405974	$7.76558 \times 10^{-16}$
37.	0.00359388	$3.32758 \times 10^{-16}$
38.	0.00311198	$1.20726 \times 10^{-16}$
39.	0.00261794	$3.51316 \times 10^{-17}$
40.	0.00211574	$7.50228 \times 10^{-18}$
41.	0.00160943	$9.99593 \times 10^{-19}$
42.	0.00110303	$8.16426 \times 10^{-13}$
43.	0.000600491	$8.02477 \times 10^{-14}$
44.	0.000105622	$8.52882 \times 10^{-17}$
45.	$\frac{1}{1000000}$	$-7.2164\times10^{-8}$
46.	$\frac{1}{1000000}$	$-1.66505\times 10^{-7}$
47.	$\frac{1}{1000000}$	$-2.63455 \times 10^{-7}$
48.	$\frac{1}{1000000}$	$-3.62789 \times 10^{-7}$
49.	$\frac{1}{1000000}$	$-4.64271 \times 10^{-7}$
50.	$\frac{1}{1000000}$	$-5.67661 \times 10^{-7}$
51.	$\frac{1}{1000000}$	$-6.72712 \times 10^{-7}$
52.	$\frac{1}{1000000}$	$-7.79171 \times 10^{-7}$
53.	$\frac{1}{1000000}$	$-8.86782\times 10^{-7}$
54.	$\frac{1}{1000000}$	$-9.95281\times 10^{-7}$
55.	$\frac{1}{1000000}$	$-1.10441 \times 10^{-6}$
56.	$\frac{1}{1000000}$	$-1.21389\times 10^{-6}$
57.	$\frac{1}{1000000}$	$-1.32345 \times 10^{-6}$
58.	$\frac{1}{1000000}$	$-1.43284\times 10^{-6}$
59.	$\frac{1}{1000000}$	$-1.54176 \times 10^{-6}$
60.	$\frac{1}{1000000}$	$-1.64996 \times 10^{-6}$
61.	$\frac{1}{1000000}$	$-1.75716 \times 10^{-6}$
62.	$\frac{1}{1000000}$	$-1.8631 \times 10^{-6}$
63.	$\frac{1}{1000000}$	$-1.9675 \times 10^{-6}$
64.	$\frac{1}{1000000}$	$-2.07011 \times 10^{-6}$
65.	$\frac{1}{1000000}$	$-2.17066 \times 10^{-6}$
66.	$\frac{1}{1000000}$	$-2.2689\times10^{-6}$
67.	$\frac{1}{1000000}$	$-2.36458 \times 10^{-6}$

 $\phi$  = 23° yields the highest value for U (m/s).

```
FxIn = (2 * Pi * n / Cos[\phi]) *
    (((Cn - Ct) * w * Sin[\phi] * Cos[\phi]) * (((R/(2*w^2)) * Sqrt[(R*w)^2 + U^2]) +
             ((U^2/(2*w^3))*(Log[U] - Log[R*w + Sqrt[(R*w)^2 + U^2]]))) -
       (U * (Ct * Sin[\phi]^2 + Cn * Cos[\phi]^2) * (Sqrt[(R * w)^2 + U^2] - U) / w^2))
-3.6634 \times 10^{15}
   \left(-\,0.000398577\,\,U\,\left(-\,U\,+\,\sqrt{0.00398317\,+\,U^2}\,\right)\,+\,2.01457\times10^{-17}\,\left(0.00073208\,\sqrt{0.00398317\,+\,U^2}\,+\,2.01457\times10^{-17}\right)\right)
           \frac{1}{1953\,125\,\pi^3} 702\,464\,U^2\,\left(\text{Log}\,[\,U\,]\,-\,\text{Log}\,[\,0\,.\,0631124\,+\,\sqrt{0\,.\,00398317\,+\,U^2}\,\,\,]\,\,\right)\,\right)
```