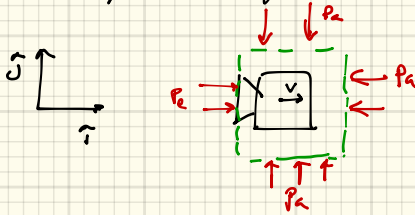


Lecture 17 - Rocket Eqn



Rocket eqn: This is why we calculate ΔV .



rocket w/ velocity V & mass m .

it expels exhaust ΔM at speed V_e .

All forces & velocities are in the \hat{i} direction.

Momentum of the system @ $t + \Delta t$ - initial momentum = external impulse

$$[(m - \Delta m)(V + \Delta V)\hat{i} + \Delta m(-V_e)\hat{i}] - mV\hat{i} = (p_e - p_a)A_e \Delta t \hat{i}$$

Pressure = F/A

A_e = area of the exit nozzle

Define \dot{m}_e = exhaust mass flow rate > 0

Assuming \dot{m} = constant

Note \dot{m} is the time rate of change of the s/c mass = $-\dot{m}_e$

$$[(m - \dot{m}_e \Delta t)(V + \Delta V)\hat{i} + \dot{m}_e \Delta t(-V_e)\hat{i}] - mV\hat{i} = (p_e - p_a)A_e \Delta t \hat{i}$$

$$m\Delta V - \dot{m}_e \Delta t(V + V_e) - \underbrace{\dot{m}_e \Delta t \Delta V}_{=0 \text{ b/c it's the product of 2 small terms}} = (p_e - p_a)A_e \Delta t$$

Divide by Δt :

$$\underbrace{m \frac{dV}{dt}}_{=T} - \dot{m}_e(V + V_e) = (p_e - p_a)A_e$$

$$T = m \frac{dV}{dt} = \dot{m}_e(V + V_e) + (p_e - p_a)A_e$$

Define an effective exhaust velocity:

$$T = \dot{m}_e V_{eff}$$

$$V_{eff} = V + V_e + \frac{(p_e - p_a)A_e}{\dot{m}_e}$$

$$\text{Note: } g_0 = 9.81 \text{ m/s}^2$$

Specific Impulse:

$$\boxed{I_{sp} = \frac{T}{\dot{m}_e g_0}} = \frac{\text{Thrust}}{\text{rate of propellant weight consumption}} \quad \text{Units: seconds}$$

Large I_{sp} if we have a large thrust or if m_e is small

Typical chemical propulsion:

Solid: $I_{sp} \sim 200-300$ s

liquid: $I_{sp} \sim 250-450$ s

Electric Propulsion: $I_{sp} \sim 1000-5000$ sec, but low thrust

$$T = I_{sp} m_e g_0 = -I_{sp} g_0 \frac{dm}{dt}$$

$$\Rightarrow \frac{dm}{dt} = -\frac{T}{I_{sp} g_0}$$

$$\frac{dv}{dt} = \frac{T}{m} - \frac{D}{m} - g \sin \gamma$$

↑ gravity on rocket launching from Earth's surface

$$\frac{dv}{dt} = -\frac{I_{sp} g_0}{m} \frac{dm}{dt} - \frac{D}{m} - g \sin \gamma$$

Integrate wrt time:

$$\Delta v = I_{sp} g_0 \ln \left(\frac{m_i}{m_f} \right) - \Delta v_D - \Delta v_g$$

↑ Δv due to drag

↑ Δv due to gravity

If we are in free space, we can neglect drag & gravity.

$$\boxed{\Delta v = I_{sp} g_0 \ln \left(\frac{m_i}{m_f} \right)}$$

← Approximation!
B/c dropped H.O.T.
‡ $T = \text{const.}$

We can rearrange to solve for the mass ratio ($n = m_i/m_f$)

$$\frac{m_i}{m_f} = \exp \left(\frac{\Delta v}{I_{sp} g_0} \right)$$

Solve for Δm required to produce Δv : $\Delta m = m_i - m_f$

$$\boxed{\frac{\Delta m}{m_i} = 1 - \exp \left(-\frac{\Delta v}{I_{sp} g_0} \right)}$$

As $\Delta v \uparrow$, exponential term \downarrow & $\frac{\Delta m}{m_i} \rightarrow 1 \Rightarrow$ which means that the whole % mass is fuel mass

Example of benefits of Electric Propulsion: Dawn Mission:

W/Chemical Propulsion: 26,000 kg

W/Electric propulsion \Rightarrow 1,240 kg

$$m_i = m_E + m_p + m_{pL}$$

↑ empty mass (structures)
↑ propellant mass
↑ Payload mass

Define payload ratio: $\lambda = \frac{m_{pL}}{m_i - m_{pL}}$

Structural ratio: $\epsilon = \frac{m_E}{m_i - m_{pL}}$

Mass fraction: $n = \frac{m_i}{m_f} = \frac{m_E + m_p + m_{pL}}{m_E + m_{pL}}$

$$\Rightarrow n = \frac{1 + \lambda}{\epsilon + \lambda}$$

For a chemical rocket with $I_{sp} = 300 \text{ s}$, $\epsilon = 0.1$, $\lambda = 0.05 \Rightarrow$ What's the max ΔV provided?

$$\Delta V = 5.7 \text{ km/s}$$

Low Thrust Trajectories: the maneuver can take months \rightarrow years ($\frac{1}{24}h$)

more complicated to solve b/c the s/c \mathcal{E} is constantly changing

\hookrightarrow typically need to numerically integrate to design these trajectories.

Can modify ZBP numerical integration code to include an additional thrust term.

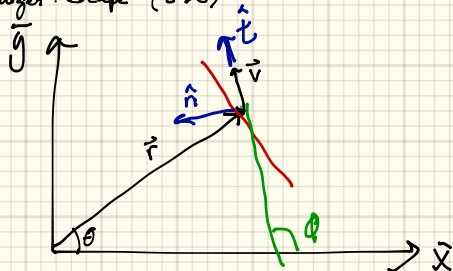
The complicated part of low-thrust trajectory design is figuring out the

control law that gets the s/c to the desired orbit in the min time with min fuel.

We will consider a special case where the s/c is thrusting tangentially to the orbit at all times.

Assume the s/c is initially in a circular orbit with radius r_0 .

Target: escape ($\mathcal{E} > 0$)



Define the radius of curvature: $\rho = \frac{ds}{d\phi}$

Note: $\vec{v} = v\hat{t}$

$$\hat{t} = \cos\phi\hat{x} + \sin\phi\hat{y}$$

$$\vec{v} = v\hat{t} + v\dot{\phi}\hat{n}$$

$$\hat{t} = -\phi\sin\phi\hat{x} + \phi\cos\phi\hat{y}$$

$$v = \frac{ds}{dt} = \text{arc-length per time}$$

$$\hat{n} = -\sin\phi\hat{x} + \cos\phi\hat{y}$$

$$\frac{d\phi}{dt} = \frac{d\phi}{ds} \frac{ds}{dt} = \frac{v}{\rho}$$

$$\dot{\hat{t}} = \dot{\phi}\hat{n}$$

$$\vec{v} = v\hat{t} + \frac{v^2}{\rho}\hat{n}$$