

Solution to HW2 Problem 2 (lost due to a technical issue):

You know the cannonball travels a distance $d=2$ km and it's elevated an angle $\theta=45^\circ$ above the horizontal.

This means that the initial velocity vector is

$$v_{x,0} = v_0 \cos \theta$$
$$v_{y,0} = v_0 \sin \theta$$

This means that the position and velocity relations become:

$$x(t) = \frac{1}{2} a_x t^2 + v_{x,0} t + x_0 = (v_0 \cos \theta) t$$
$$y(t) = \frac{1}{2} a_y t^2 + v_{y,0} t + y_0 = -\frac{1}{2} g t^2 + (v_0 \sin \theta) t$$

where we've chosen up to be positive, and the origin to be where the bombard is.

Then we ask: "What v_0 makes the cannonball come down a distance d away, i.e. what v_0 makes $x=d$ at the time $y=0$?"

This gives us:

$$0 = -\frac{1}{2} g t^2 + (v_0 \sin \theta) t$$

which, after some algebra, tells us that

$$t = \frac{2 v_0 \sin \theta}{g}.$$

Substitute this into the x -equation to get:

$$d = \frac{2 v_0^2 \cos \theta \sin \theta}{g}$$

Solve for v_0 to get

$$v_0 = \sqrt{\frac{gd}{2 \cos \theta \sin \theta}}$$

Observe that $\cos \theta = \sin \theta = \frac{1}{\sqrt{2}}$ for $\theta=45^\circ$, so the denominator is just unity. So

$$v_0 = \sqrt{gd} = 140 \text{ m/s}$$

for the values given in the problem.