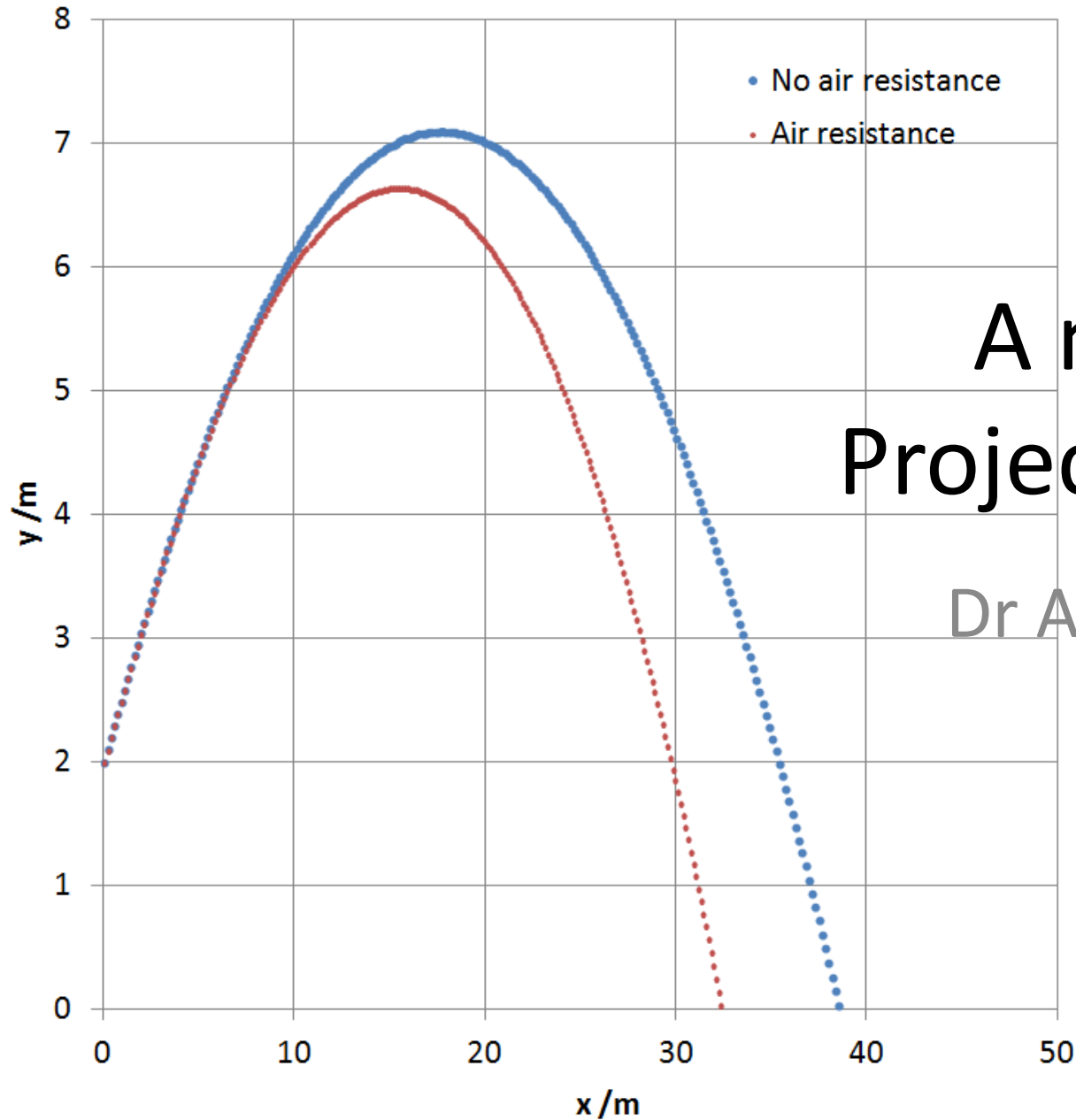


Projectile motion model



A model of Projectile Motion

Dr A French 2017

Exact model (no air resistance) using constant acceleration motion

$$x = u_x t$$

$$y = h + u_y t - \frac{1}{2} g t^2$$

$$v_x = u_x$$

$$v_y = u_y - g t$$

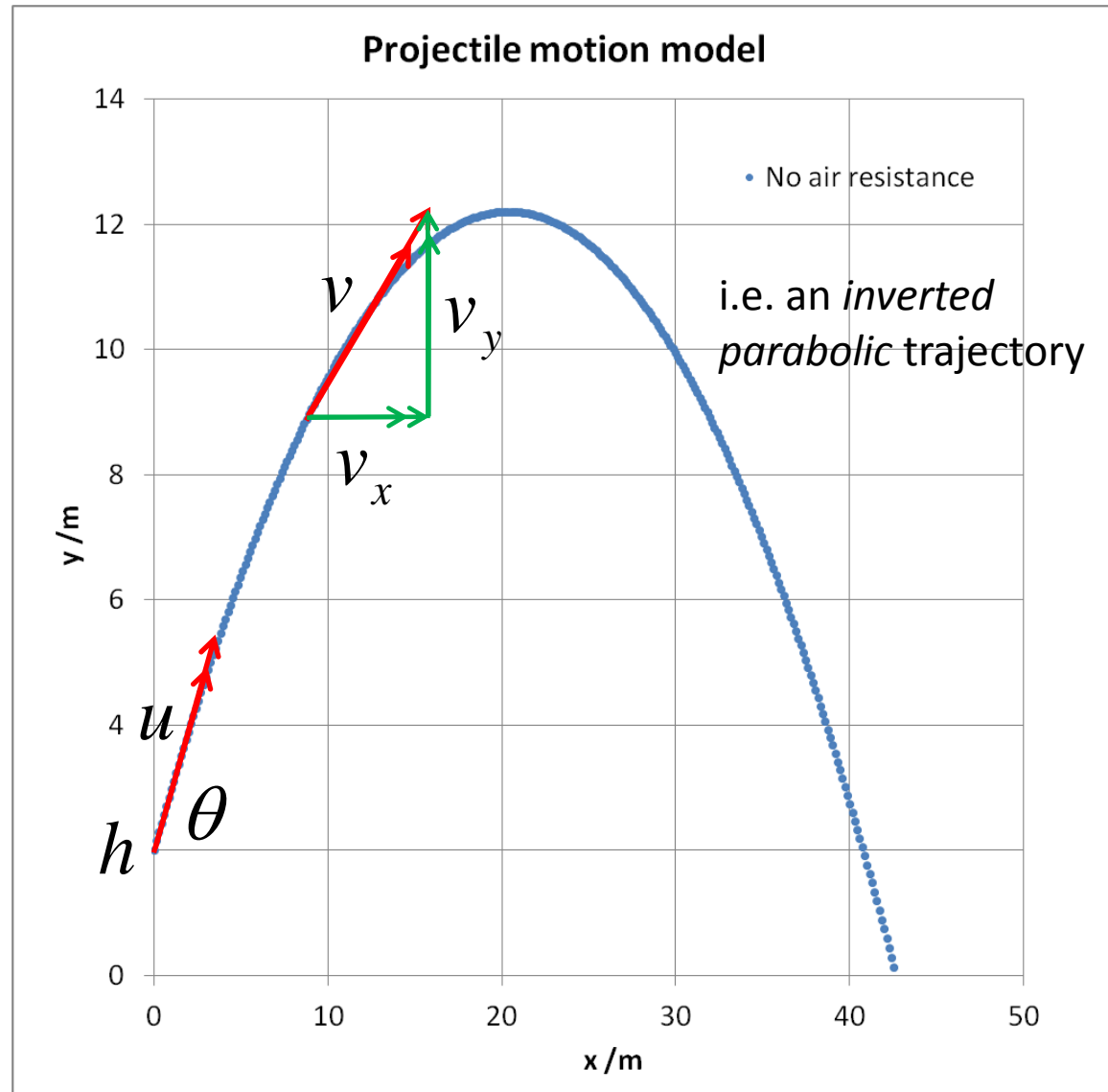
$$v = \sqrt{v_x^2 + v_y^2}$$

Initial x and y velocities

$$u_x = u \cos \theta$$

$$u_y = u \sin \theta$$

The *only* acceleration is g downwards!



$$v_x = u_x$$

$$= 9 \cdot \cos(8 \cdot \pi / 180)$$

Need to convert angles
into radians

$$v_y = u_y - gt$$

$$= 9 \cdot \sin(8 \cdot \pi / 180) - 11 \cdot e5$$

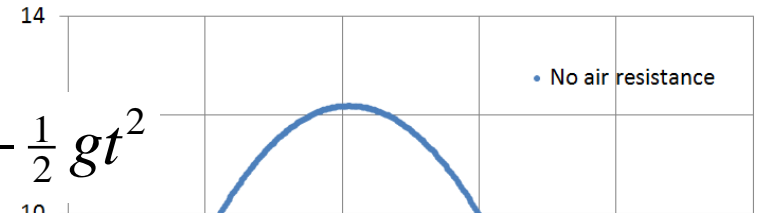
$$t_{n+1} = t_n + \Delta t$$

$$= e5 + 13$$

$$v = \sqrt{v_x^2 + v_y^2} = \text{sqrt}(f5^2 + g5^2)$$

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V
1																						
2		Projectile motion model																				
3		A. French Jun 2017																				
4						No air resistance model																
5					t / s	vx	vy	v	x	y												
6		Inputs			0	14.14214	14.14214	20	0	2												
7					0.01	14.14214	14.04404	19.93075	0.141421	2.190931												
8		launch angle / deg	45		0.02	14.14214	13.94594	19.86175	0.282843	2.290881												
9		launch speed / ms ⁻¹	20		0.03	14.14214	13.84784	19.79299	0.424264	2.41985												
10		launch height / m	2		0.04	14.14214	13.74974	19.724														
11		g / ms ⁻²	9.81		0.05	14.14214	13.65164	19.656														
12					0.06	14.14214	13.55354	19.588														
13		Time step / s	0.01		0.07	14.14214	13.45544	19.520														
14					0.08	14.14214	13.35734	19.45298	1.131371	3.099979												
15					0.09	14.14214	13.25924															
16					0.1	14.14214	13.16114															
17					0.11	14.14214	13.06304															
18					0.12	14.14214	12.96494	19.18566	1.697056	3.626424												
19					0.13	14.14214	12.86684	19.11195	1.838478	3.755583												
20										83761												
21										10958												
22										37174												
23					0.17	14.14214	12.47444	18.85767	2.404163	4.262409												
24					0.18	14.14214	12.37634	18.79292	2.545584	4.386662												
25					0.19	14.14214	12.27824	18.72846	2.687006	4.509935												
26					0.2	14.14214	12.18014	18.66429	2.828427	4.632227												
27					0.21	14.14214	12.08204	18.60042	2.969848	4.753538												
28					0.22	14.14214	11.98394	18.53685	3.11127	4.873868												
29					0.23	14.14214	11.88584	18.47358	3.252691	4.993217												
30					0.24	14.14214	11.78774	18.41061	3.394113	5.111585												
31					0.25	14.14214	11.68964	18.34796	3.535534	5.228971												
32					0.26	14.14214	11.59154	18.28561	3.676955	5.345377												
33					0.27	14.14214	11.49344	18.22359	3.818377	5.460802												
34					0.28	14.14214	11.39534	18.16187	3.959798	5.575246												
35					0.29	14.14214	11.29724	18.10048	4.101219	5.688709												
36					0.3	14.14214	11.19914	18.03942	4.242641	5.801191												
37					0.31	14.14214	11.10104	17.97868	4.384062	5.912692												
38					0.32	14.14214	11.00294	17.91828	4.525483	6.023211												

Projectile motion model

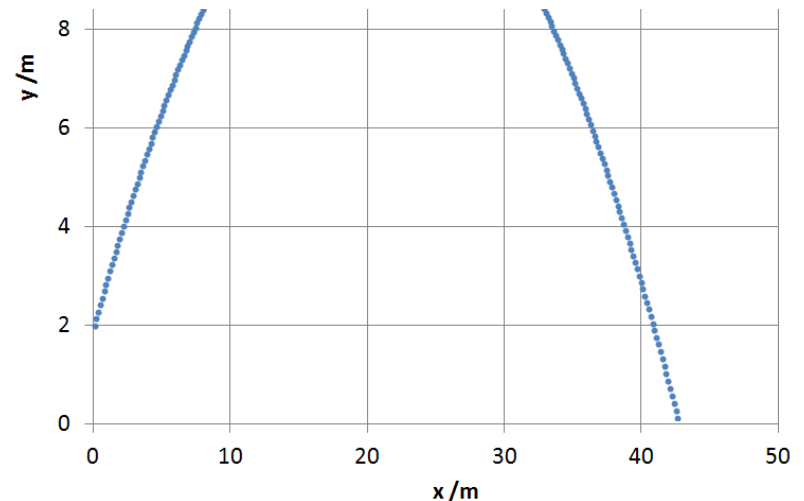


$$y = h + u_y t - \frac{1}{2} g t^2$$

$$= 2 + 9 \cdot \sin(8 \cdot \pi / 180) \cdot e5 - 0.5 \cdot 11 \cdot (e5^2)$$

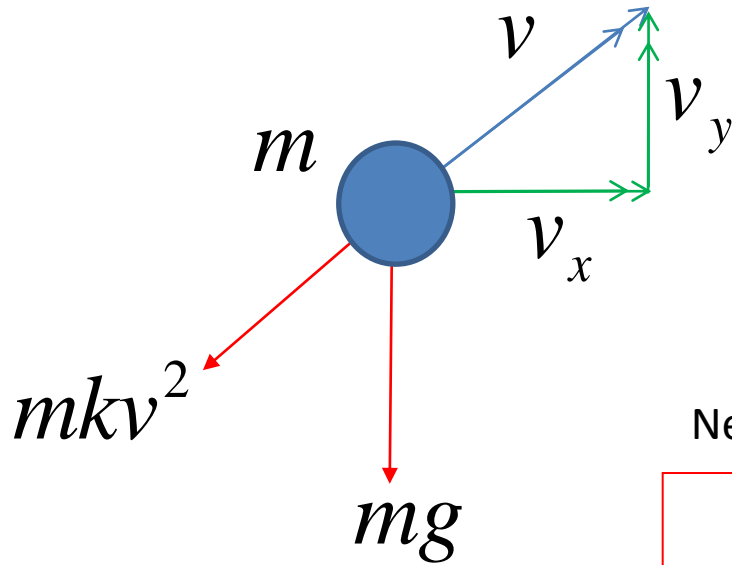
$$x = u_x t$$

$$= 9 \cdot \cos(8 \cdot \pi / 180) \cdot e5$$



No air resistance model in Excel: XUVAT equations in both x and y directions!

Model which incorporates air resistance



Air resistance always
opposes the direction
of velocity

$$k = \frac{\frac{1}{2} c_D \rho A}{m}$$

Drag coefficient Mass Air density Cross sectional area

Newton II

$$x: \quad ma_x = -\frac{v_x}{v} mkv^2$$

$$y: \quad ma_y = -mg - \frac{v_y}{v} mkv^2$$

Model which incorporates air resistance

$$a_x = -\frac{v_x}{v} kv^2$$

x and y
accelerations

$$a_y = -g - \frac{v_y}{v} kv^2$$

$$\frac{\Delta v_x}{\Delta t} = a_x, \quad \frac{\Delta v_y}{\Delta t} = a_y$$

x and y
accelerations

$$\frac{\Delta x}{\Delta t} = v_x, \quad \frac{\Delta y}{\Delta t} = v_y$$






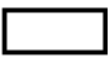



x and y
velocities

For *no* air resistance: $a_x = 0 \quad a_y = -g$

$$k = \frac{\frac{1}{2} c_D \rho A}{m}$$

Drag coefficient
Mass
Air density

Cross sectional area

Shape		Drag Coefficient
Sphere		0.47
Half-sphere		0.42
Cone		0.50
Cube		1.05
Angled Cube		0.80
Long Cylinder		0.82
Short Cylinder		1.15
Streamlined Body		0.04
Streamlined Half-body		0.09

Measured Drag Coefficients

Model which incorporates air resistance

$$t = 0$$

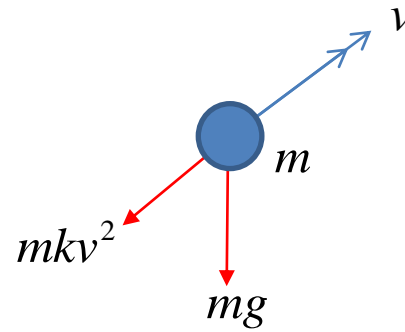
$$u_x = u \cos \theta$$

$$u_y = u \sin \theta$$

$$x = 0$$

$$y = h$$

Initial conditions



$$k = \frac{\frac{1}{2} c_D \rho A}{m}$$

Air resistance factor

$$t_{n+1} = t_n + \Delta t \quad \text{Finite time step (e.g. 0.01s)}$$

$$a_x = -\frac{v_x}{v} k v^2 \quad \text{x Acceleration}$$

$$a_y = -g - \frac{v_y}{v} k v^2 \quad \text{y Acceleration}$$

$$x_{n+1} = x_n + v_x \Delta t + \frac{1}{2} a_x \Delta t^2$$

$$y_{n+1} = y_n + v_y \Delta t + \frac{1}{2} a_y \Delta t^2$$

$$v_x^{(n+1)} = v_x^{(n)} + a_x \Delta t$$

$$v_y^{(n+1)} = v_y^{(n)} + a_y \Delta t$$

$$v = \sqrt{v_x^2 + v_y^2}$$

Constant acceleration
motion between the time
steps (the “Verlet” method)

i.e. how x, y, v_x, v_y
change between
time steps

$$a_y = -g - \frac{v_y}{v} kv^2$$

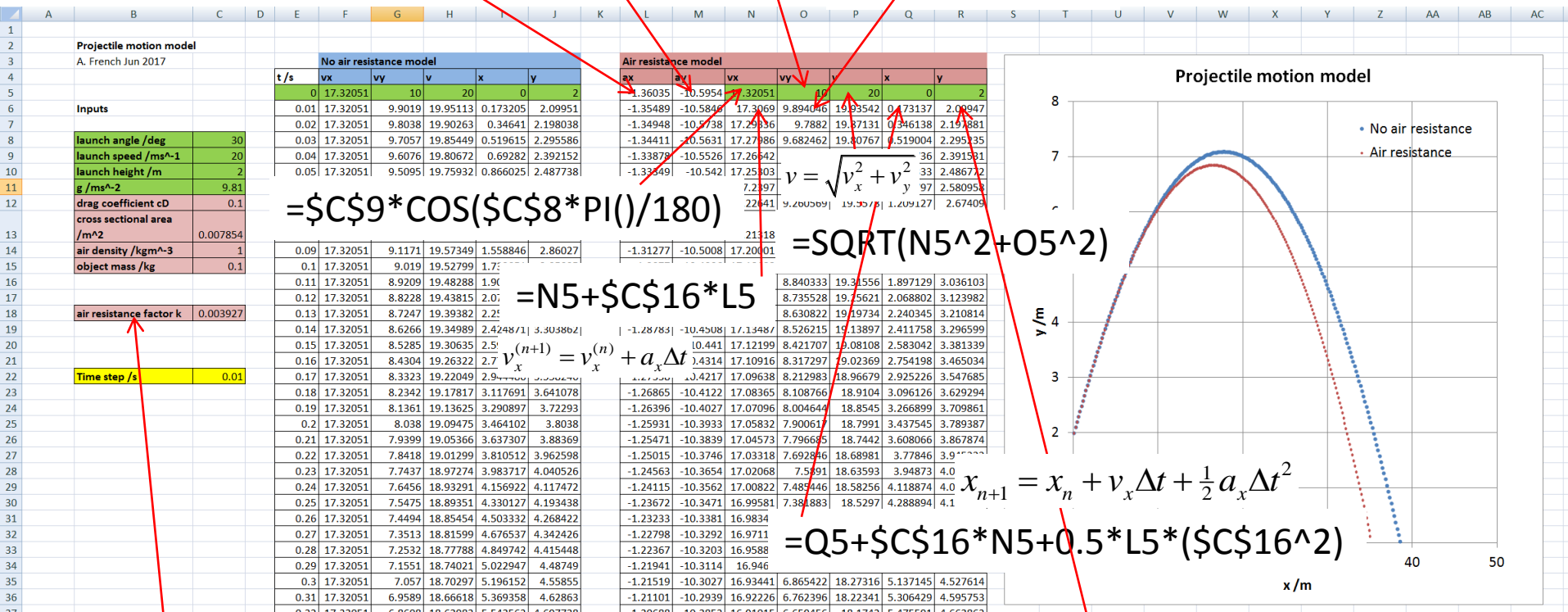
$$= -\$C\$11 - (O5/P5) * \$C\$18 * (P5^2)$$

$$a_x = -\frac{v_x}{v} kv^2$$

$$= -(N5/P5) * \$C\$18 * (P5^2)$$

$$= \$C\$9 * \sin(\$C\$8 * \pi() / 180)$$

$$= O5 + \$C\$16 * M5 \quad v_y^{(n+1)} = v_y^{(n)} + a_y \Delta t$$



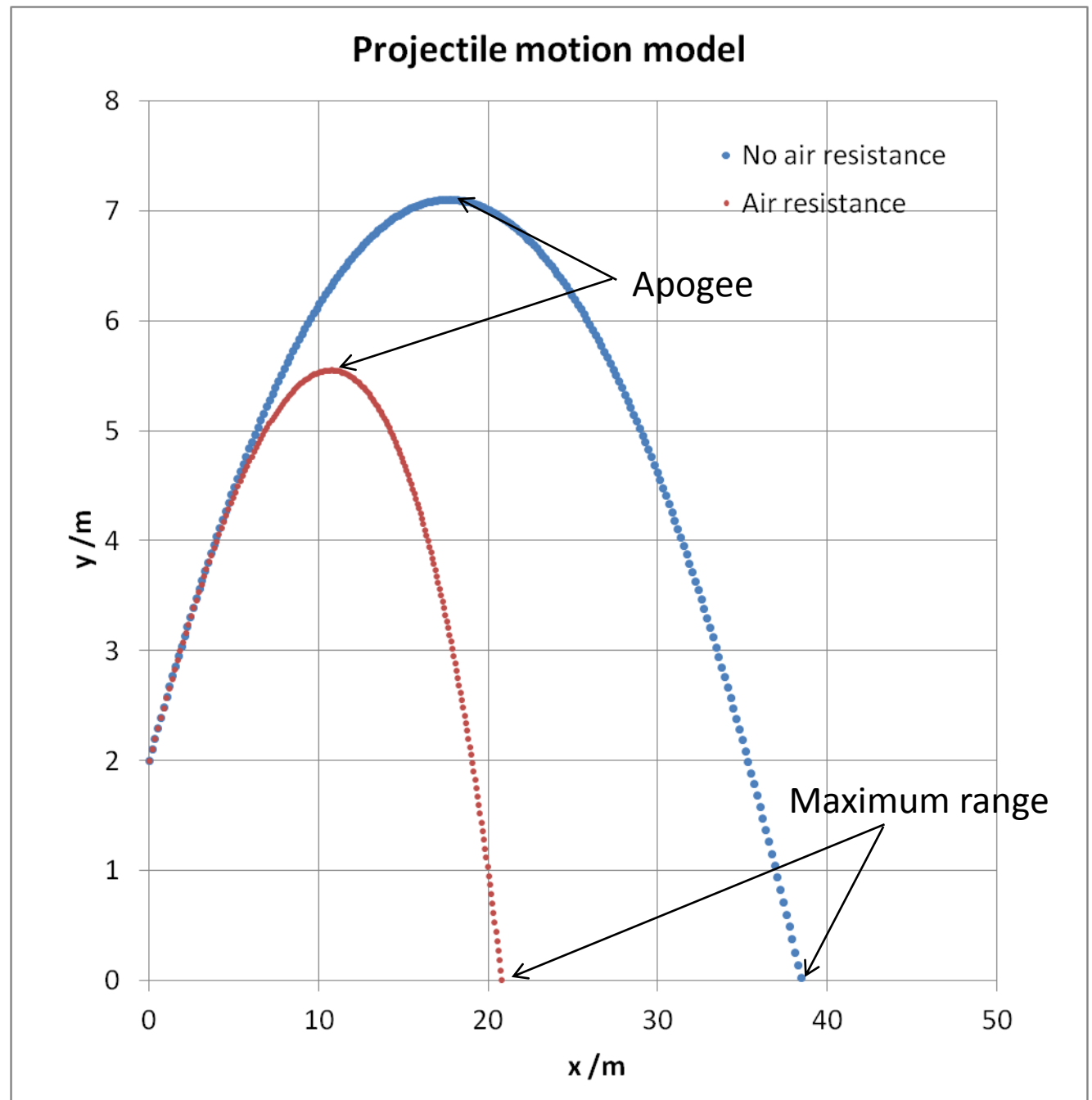
$$k = \frac{\frac{1}{2} C_D \rho A}{m}$$

$$= 0.5 * c12 * c13 * c14 / c15$$

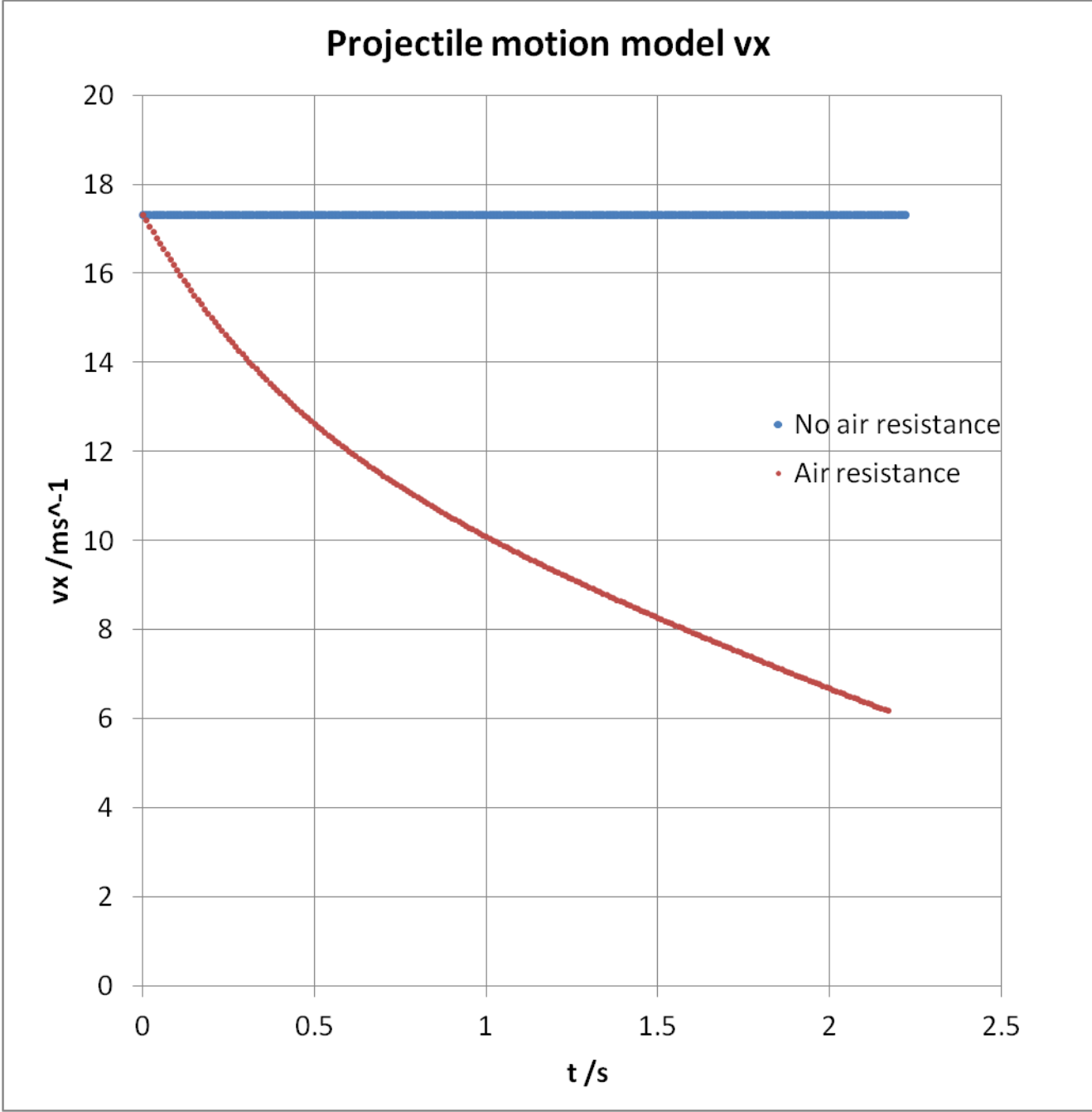
Air resistance model in Excel – constant acceleration motion between each time step

Inputs	
launch angle /deg	30
launch speed /ms ⁻¹	20
launch height /m	2
g /ms ⁻²	9.81
drag coefficient cD	0.1
cross sectional area /m ²	0.007854
air density /kgm ⁻³	1
object mass /kg	0.1
air resistance factor k	0.003927
Time step /s	0.01

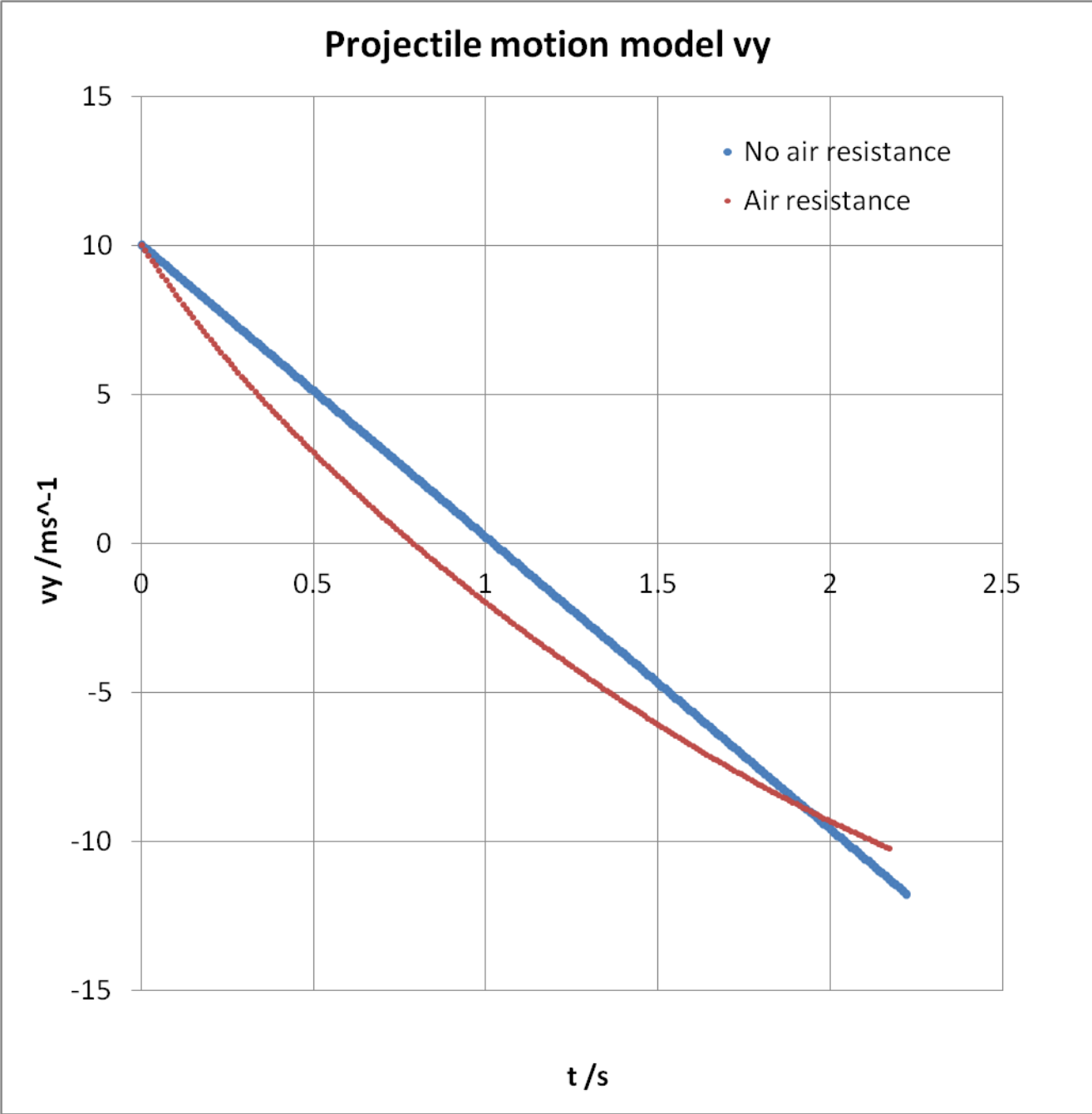
Investigate the effect of air resistance using the model!



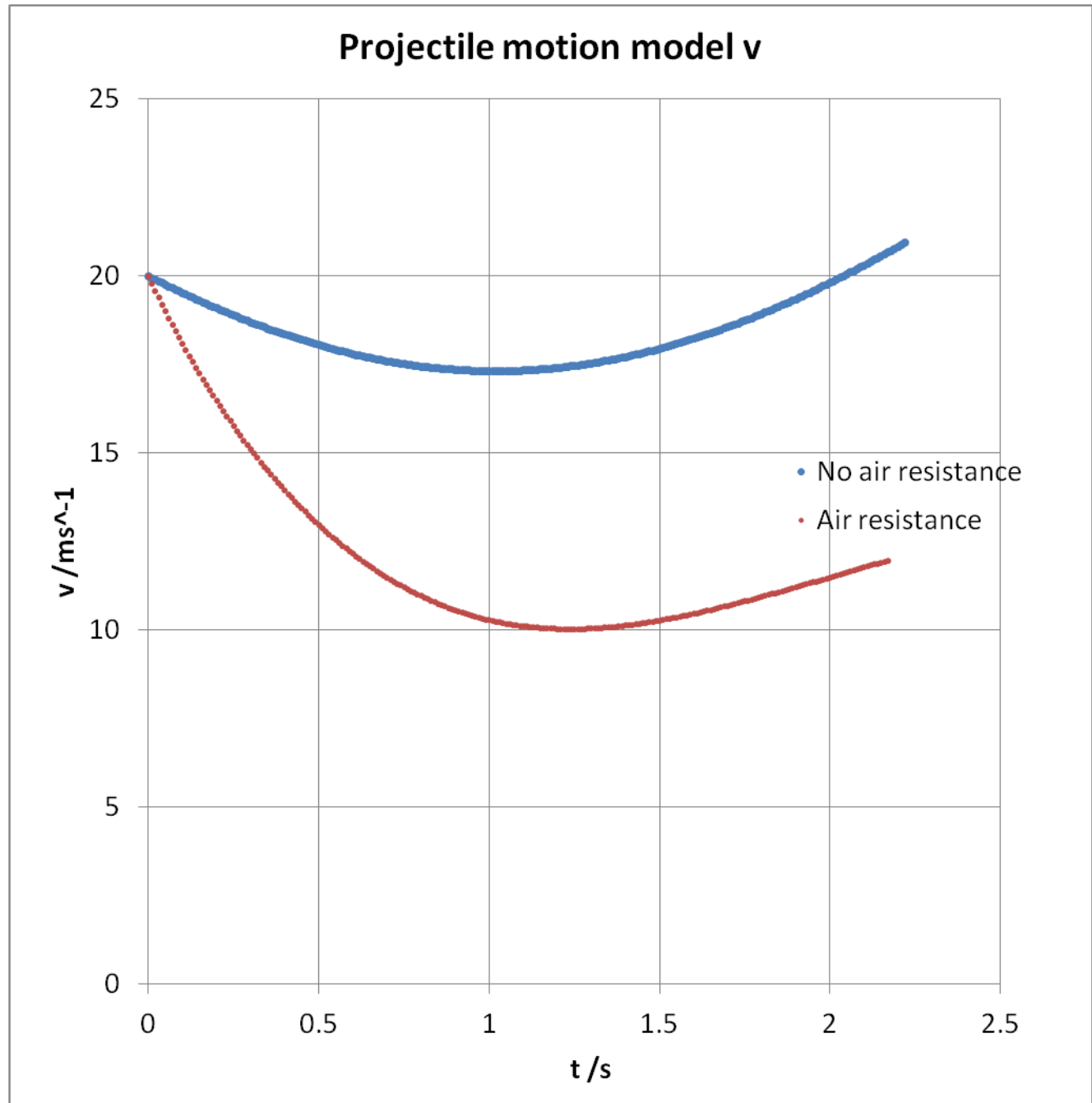
Inputs	
launch angle /deg	30
launch speed /ms ⁻¹	20
launch height /m	2
g /ms ⁻²	9.81
drag coefficient cD	0.1
cross sectional area /m ²	0.007854
air density /kgm ⁻³	1
object mass /kg	0.1
air resistance factor k	0.003927
Time step /s	0.01



Inputs	
launch angle /deg	30
launch speed /ms ⁻¹	20
launch height /m	2
g /ms ⁻²	9.81
drag coefficient cD	0.1
cross sectional area /m ²	0.007854
air density /kgm ⁻³	1
object mass /kg	0.1
air resistance factor k	0.003927
Time step /s	0.01



Inputs	
launch angle /deg	30
launch speed /ms ⁻¹	20
launch height /m	2
g /ms ⁻²	9.81
drag coefficient cD	0.1
cross sectional area /m ²	0.007854
air density /kgm ⁻³	1
object mass /kg	0.1
air resistance factor k	0.003927
Time step /s	0.01



Inputs	
launch angle /deg	30
launch speed /ms ⁻¹	20
launch height /m	2
g /ms ⁻²	9.81
drag coefficient cD	0.1
cross sectional area /m ²	0.007854
air density /kgm ⁻³	1
object mass /kg	0.1
air resistance factor k	0.003927
Time step /s	0.01

