

This assignment continues the idea of solving a difficult math problem by breaking the motion into small, linear steps.

Here we examine the complicated situation of rocket accelerating from rest ($v_0 = 0$) at a constant rate ($a = \text{constant}$) for some amount of time t until the fuel runs out and then coasting upward against both gravity and air friction. Once at the top of its flight, the downward motion is accelerated by gravity but slowed by air friction. We want to know the height y and velocity v of the rocket at any given time.

Like the previous assignment, we'll break the time into small increments (Δt) then pretend that the object moves at a constant velocity during each time increment. After each increment, we'll change the velocity using our $v = v_0 + a \cdot t$ formula. As in the previous assignment, the formula is "reinterpreted" to mean:

$$v_{\text{at this time increment}} = v_{\text{at previous time increment}} + a \cdot \Delta t$$

This means when the next time interval comes, the position $x = x_0 + v \cdot \Delta t$ will change even more because the v is different than it was in the previous time increment.

Now we get to the tricky part.

Phase 1: From video analysis of a rocket flight we've seen that the rocket accelerates upward while the water (fuel) lasts. This is the green section of the graph shown above. You can tell the rocket's velocity is increasing because the curve is "curving upward" ... meaning the slope of a line tangent to the curve is increasing. (Remember, the slope on a position vs. time graph is the velocity.) This +acceleration time is typically around 0.18 seconds.

Phase 2: The rocket is out of fuel but has a large positive (upward) velocity. There are 2 forces acting on the rocket at this point: gravity and air friction. Both forces are directed downward. Together, they slow the rocket to a stop at the top of its flight. The gravitational force is just the weight of the rocket without water. The air friction force depends on the rocket's velocity. We will model the force as:

$$\text{Drag} = b v^2$$

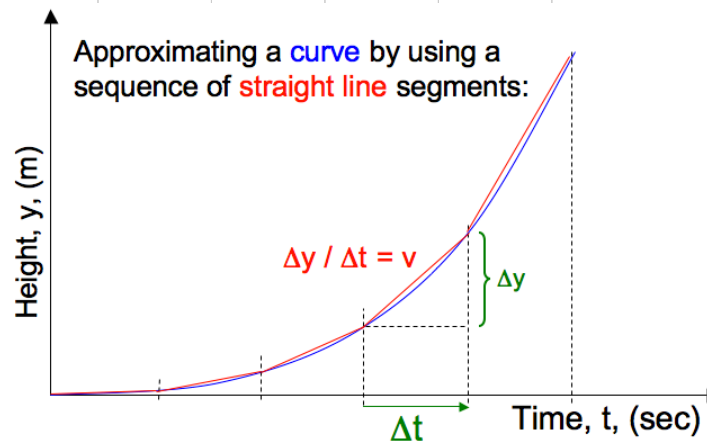
where $b = \text{one fourth of the rocket's "cross sectional area"}$ and $v = \text{rocket's velocity}$. This means the rocket's acceleration (from $\text{Sum } F = ma$) will depend on its velocity.

We get the formula for 'a' by simply dividing the sum of forces (weight + air friction) by the rocket's mass.

$$a = \frac{\text{Weight} - \text{Drag}}{\text{mass}} = \frac{(-mg - bv^2)}{m} = -g - \frac{bv^2}{m}$$

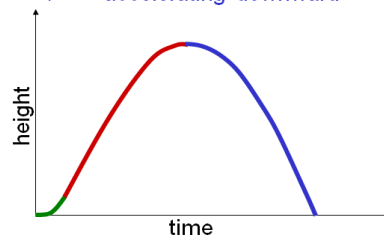
Phase 3: The rocket falls, gaining velocity and thus experiencing increased air friction. Eventually, the rocket reaches terminal velocity (constant velocity) when the upward air friction force balances the downward force of gravity. As in phase 2, we get the acceleration 'a' by dividing sum of forces by the rocket mass except this time the air friction is in the opposite direction from gravity so sum of forces = weight - air friction.

Here is what you need to do:



Three phases of flight:

<u>Movement</u>	<u>Acceleration Direction</u>	<u>Velocity</u>
1: UP	→ accelerating upward	(speeding up)
2: UP	→ accelerating downward	(slowing down)
3: DOWN	→ accelerating downward	(speeding up)



1: Enter the mass of your rocket (mass without water) in the GREEN table below.

initialized to 1.234 kg which is an unallowable mass... so change it to yours

2: Use the formula given in class to compute the initial (at launch) acceleration of your rocket.

this formula computes Thrust (force) via the air pressure in the bottle and the area of the bottle's mouth
we will assume that this acceleration remains constant until the water runs out
this assumption is only approximately true but is supported by the video analysis of the rocket flight

3: Set the acceleration value for Step #0 and Step #1 to the acceleration value you just computed

use the absolute cell reference to do this, referring to cell \$C\$(row with launch acceleration)

4: enter formula for position at Step #1 that computes x as:

$$y = y_{\text{of_previous_step}} + v_{\text{of_previous_step}} * \text{time_increment}$$

your entry should reference the time increment value as an absolute cell position (using \$C\$row#)
this is the same as you did for the first assignment since it is the general technique we're using

5: enter formula for velocity at Step #1 that computes v as:

$$v = v_{\text{of_previous_step}} + a_{\text{of_previous_step}} * \text{time_increment}$$

this is the same as you did for the first assignment since it is the general technique we're using

6: duplicate thru Water Runs Out time the position, velocity, and acceleration cells you just defined

this computes y, v, and a values during the thrust phase (phase 1 in graph above)

7: change acceleration at first time increment after water runs out

acceleration will now be the sum of forces divided by total mass of empty rocket

forces are: weight + air friction with air friction = $b * v^2$

where v is the velocity of the previous time step and b = cross-sectional-Area / 4

8: duplicate the height, velocity, and acceleration down thru more time steps until....?

I'm leaving it to you to figure out when Phase 2 ends... how will you know?

9: phase 3 starts after phase 2... change acceleration & duplicate thru more time steps until....?

I'm leaving it to you to figure out when Phase 3 ends... how will you know?

Time Increment:	0.010	seconds
Water Runs out Time:	0.180	seconds
Rocket Mass (empty):	0.400	kg
Launch acceleration:	348.163	meters/sec^2
Cross Sectional Area:	0.010	meters^2
b	0.005	kg / m

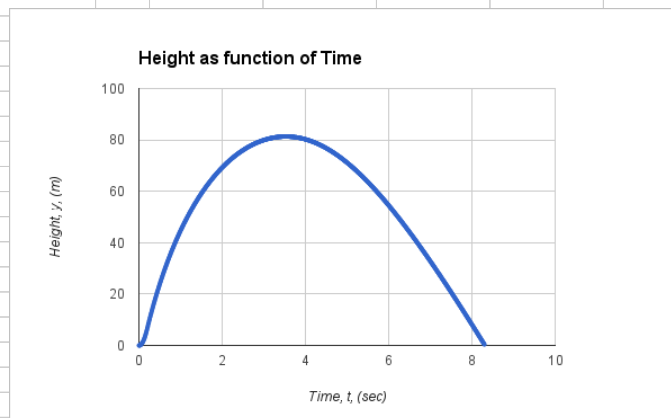
Step #	Time, t	Height, y	velocity, v	acceleration, a
0	0.000	0.000	0.000	348.163
1	0.010	0.000	3.482	348.163
2	0.020	0.035	6.963	348.163
3	0.030	0.104	10.445	348.163
4	0.040	0.209	13.927	348.163
5	0.050	0.348	17.408	348.163
6	0.060	0.522	20.890	348.163
7	0.070	0.731	24.371	348.163
8	0.080	0.975	27.853	348.163
9	0.090	1.253	31.335	348.163
10	0.100	1.567	34.816	348.163
11	0.110	1.915	38.298	348.163
12	0.120	2.298	41.780	348.163

To make a cell reference that doesn't change when you "duplicate down":

Put \$ in front of the *column letter* and *row number* to make the cell reference unchanging.

fx		= \$B\$3			
	A	B	C	D	
1					
2	School Name	Area Code	Prefix Number	4-digit extension	
3	M-A	650	322	5311	
4					
5					
6					= \$B\$3
7					

This means cell C6 will *always* refer to the value in cell B3.



Launch Tube Diameter:	0.84 inches
Launch Tube Area:	3.57 cm^2
Launch Tube Pressure:	68.2 N/cm^2
Initial Force:	487.4 N

columns N, O, P below here won't be on Doctopus dissemination

Required Reports & Calculations:		
Initial Acceleration detail	348.2 m/s^2	F_launch / (1+mass)
height at water out:	5.3 m	at t = 0.18 s
velocity at water out:	62.7 m/s	at t = 0.18 s
Max Height:	81.3 m/s^2	where v = 0
Max Eg:	318.8 J	mgh
V final (no air):	39.9 m/s	sqrt(2gh)
V final (w/ air):	26.1 m/s	where y = 0
Vterm reached ?	NO	b/c a_final not equal to zero
Final Ek:	136.4 J	1/2 m v^2
Energy lost to air:	182.4 J	Ek w/ - w/o air
% E lost to air friction:	57.2 %	
Delta Length:	0.04 m	Lf - Lo measured
Collision Force:	3410 N	work = F * d
Collision Acceleration:	8525 m/s^2	a = F / m

13	0.130	2.716	45.261	348.163
14	0.140	3.168	48.743	348.163
15	0.150	3.656	52.224	348.163
16	0.160	4.178	55.706	348.163
17	0.170	4.735	59.188	348.163
18	0.180	5.327	62.669	348.163
19	0.190	5.954	66.151	-64.499
20	0.200	6.615	65.506	-63.438
21	0.210	7.270	64.872	-62.404
22	0.220	7.919	64.248	-61.397
23	0.230	8.561	63.634	-60.415
24	0.240	9.198	63.029	-59.459
25	0.250	9.828	62.435	-58.526
26	0.260	10.452	61.850	-57.617
27	0.270	11.071	61.273	-56.730
28	0.280	11.684	60.706	-55.865
29	0.290	12.291	60.147	-55.021
30	0.300	12.892	59.597	-54.198
31	0.310	13.488	59.055	-53.394
32	0.320	14.079	58.521	-52.609
33	0.330	14.664	57.995	-51.843
34	0.340	15.244	57.477	-51.095
35	0.350	15.819	56.966	-50.364
36	0.360	16.388	56.462	-49.650
37	0.370	16.953	55.966	-48.952
38	0.380	17.512	55.476	-48.270
39	0.390	18.067	54.994	-47.604
40	0.400	18.617	54.517	-46.952
41	0.410	19.162	54.048	-46.315
42	0.420	19.703	53.585	-45.692
43	0.430	20.239	53.128	-45.082
44	0.440	20.770	52.677	-44.486
45	0.450	21.297	52.232	-43.903
46	0.460	21.819	51.793	-43.332
47	0.470	22.337	51.360	-42.773
48	0.480	22.851	50.932	-42.226
49	0.490	23.360	50.510	-41.691
50	0.500	23.865	50.093	-41.166
51	0.510	24.366	49.681	-40.653
52	0.520	24.863	49.275	-40.150
53	0.530	25.356	48.873	-39.657
54	0.540	25.844	48.477	-39.175
55	0.550	26.329	48.085	-38.702
56	0.560	26.810	47.698	-38.239
57	0.570	27.287	47.316	-37.785
58	0.580	27.760	46.938	-37.339
59	0.590	28.229	46.564	-36.903
60	0.600	28.695	46.195	-36.475
61	0.610	29.157	45.831	-36.055
62	0.620	29.615	45.470	-35.644
63	0.630	30.070	45.114	-35.240
64	0.640	30.521	44.761	-34.844
65	0.650	30.969	44.413	-34.456
66	0.660	31.413	44.068	-34.075
67	0.670	31.854	43.727	-33.701
68	0.680	32.291	43.390	-33.334
69	0.690	32.725	43.057	-32.974

Changing the max row # in the plotted data set:

Mouse over chart then Right-Click (PC) or CNTL-Click (MAC) to edit the chart.

Select *Advanced edit...*

Select **Start** tab then change the row number for column C.

(I used about 1100 rows.)

The screenshot shows the 'Chart Editor' dialog box with the 'Start' tab active. The 'Data - Select ranges ...' field contains the range 'Sheet1!B97:C1100'. The number '1100' is circled in red, indicating the maximum row number. The 'Advanced edit...' button in the left-hand menu is highlighted, and a red arrow points from it to the 'Start' tab.

