

## Math 2280-2

### Example 2.3.1--2.3.3.

A crossbow bolt is shot upwards with velocity  $v_0$  from the earth.

What is the maximum height it reaches?

How long does it stay aloft?

Define some constants (initial position, velocity and gravitational acceleration)

```
> v0:=0: v0:=49: g:=9.8:
```

#### Case 1: Without air resistance (drag)



Define the velocity and position

$$\begin{aligned} > v1:=t \rightarrow -g*t+v0; \quad y1:=t \rightarrow -g/2*t^2+v0*t+y0; \\ & v1 := t \rightarrow -g t + v0 \\ & y1 := t \rightarrow -\frac{1}{2} g t^2 + v0 t + y0 \end{aligned} \tag{1.1}$$

Max height is when  $v1(t)=0$

$$\begin{aligned} > t1max:=v0/g; \quad y1max:=y1(t1max); \\ & t1max := 5.000000000 \\ & y1max := 122.5000000 \end{aligned} \tag{1.2}$$

The object lands when  $y1(t)=0$

$$\begin{aligned} > t1landsols:=solve(y1(t)=0,\{t\}); \\ & t1land:=subs(t1landsols[2],t); \quad \text{\# here we select and extract} \\ & \quad \text{the second sol} \\ & t1landsols := \{t = 0.\}, \{t = 10.\} \\ & t1land := 10. \end{aligned} \tag{1.3}$$

#### Case 2: With linear air resistance (drag proportional to velocity)



Here we assume we know the terminal velocity is

$$> vt:=-245; \quad vt := -245 \tag{2.1}$$

Thus the drag coefficient is:

$$> rho:=g/(-vt); \quad \rho := 0.04000000000 \tag{2.2}$$

The velocity and position are given by

$$\begin{aligned} > v2:=t \rightarrow vt+(v0-vt)*exp(-rho*t); \\ & y2:=t \rightarrow y0+vt*t + (1/rho)*(v0-vt)*(1-exp(-rho*t)); \\ & v2 := t \rightarrow vt + (v0 - vt) e^{-\rho t} \end{aligned}$$

$$y2 := t \rightarrow y0 + vt t + \frac{(v0 - vt) (1 - e^{-\rho t})}{\rho} \quad (2.3)$$

Max height is when  $v2(t)=0$

```
> t2maxsols:=solve(v2(t)=0,{t});
t2maxsols := {t = 4.558038920}
tmax := 4.558038920
y2max := 108.280465
(2.4)
```

The bolt lands when  $y2(t)=0$

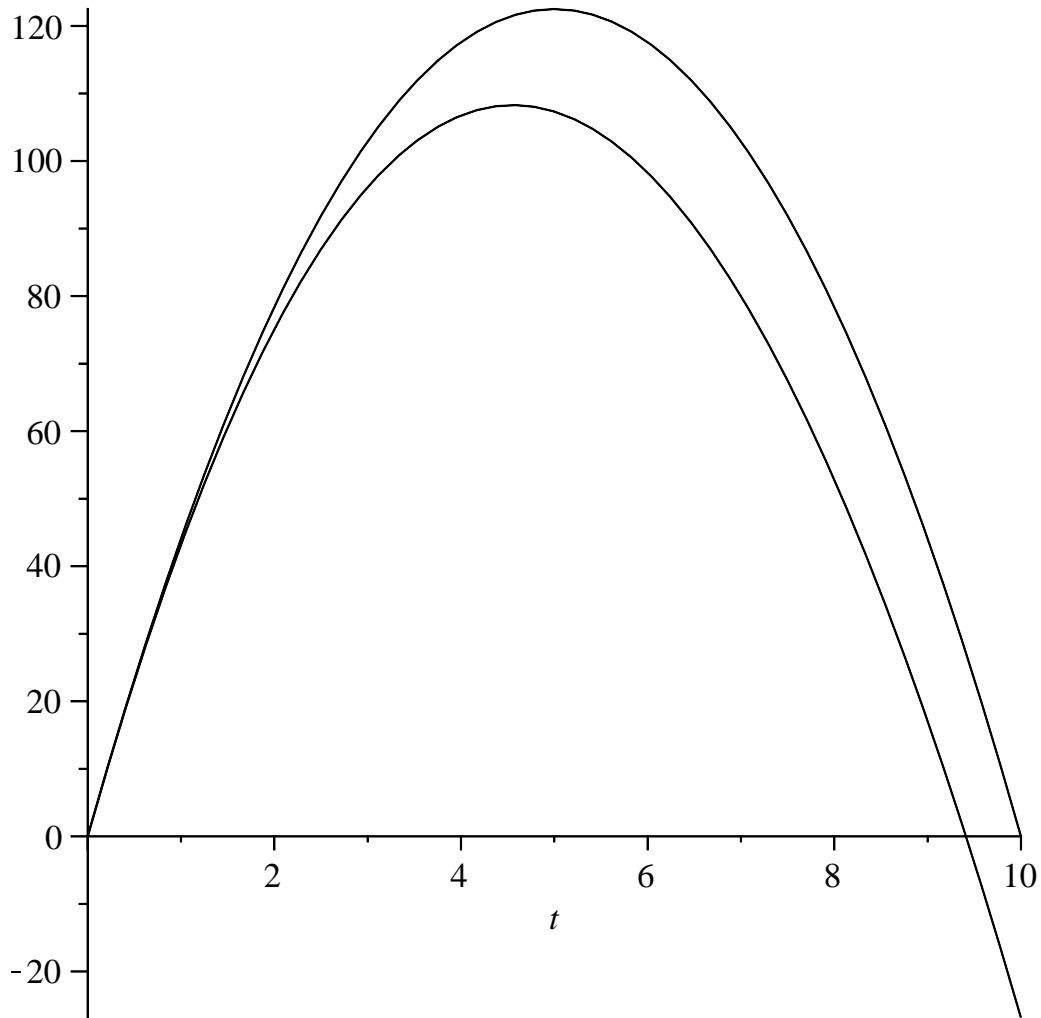
```
> t2landsols:=solve(y2(t)=0,{t});
t2land:=subs(t2landsols[1],t); # here we select and extract
the first sol
t2landsols := {t = 9.410949931}, {t = 0.}
t2land := 9.410949931
(2.5)
```

And the landing velocity is

```
> v2land:=v2(t2land);
v2land := -43.2273093
(2.6)
```

Now let us compare both trajectories

```
> plot({y1(t),y2(t)},t=0..10,color=black);
```



### Case 3: With quadratic air resistance



Here we follow the discussion in pp103-105 of book. It is natural to define a different drag coefficient:

> `rho2:=0.0011;`

$$\rho_2 := 0.0011 \quad (3.1)$$

The velocity is a piecewise constant function (depends on whether we go up or down)

```
> C1:=arctan(v0*sqrt(rho2/g)); C2:=arctanh(v0*sqrt(rho2/g));
tmax1:=C1/sqrt(rho2*g); tmax2:=C2/sqrt(rho2*g);
v3:=t->piecewise(t<tmax1,sqrt(g/rho2)*tan(C1-t*sqrt(rho2*g)),
t>=tmax1,sqrt(g/rho2)*tanh(C2-(tmax2+t-tmax1)*sqrt(rho2*g)));
y3:=t->int(v3(s),s=0..t);
```

$$C1 := 0.4788372920$$

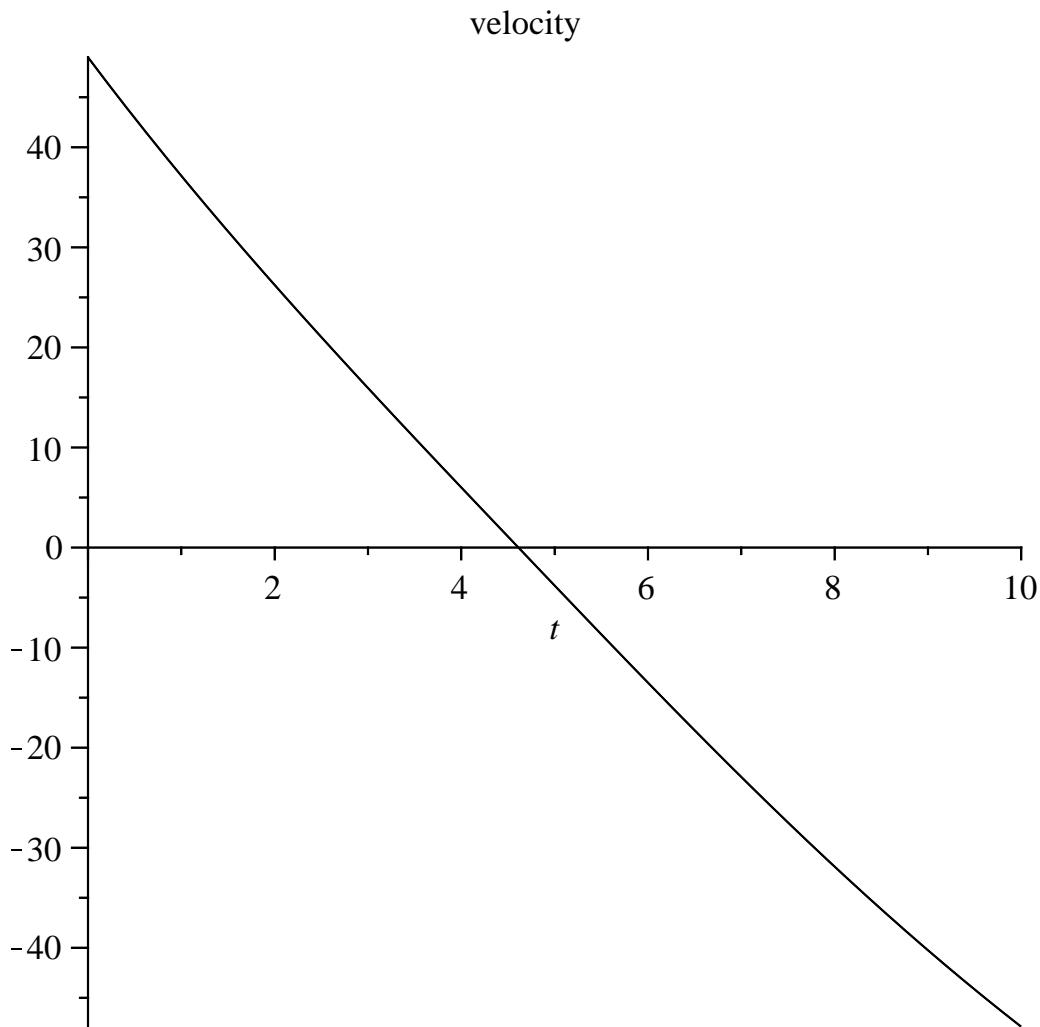
$$C2 := 0.5751533900$$

$$tmax1 := 4.611886235$$

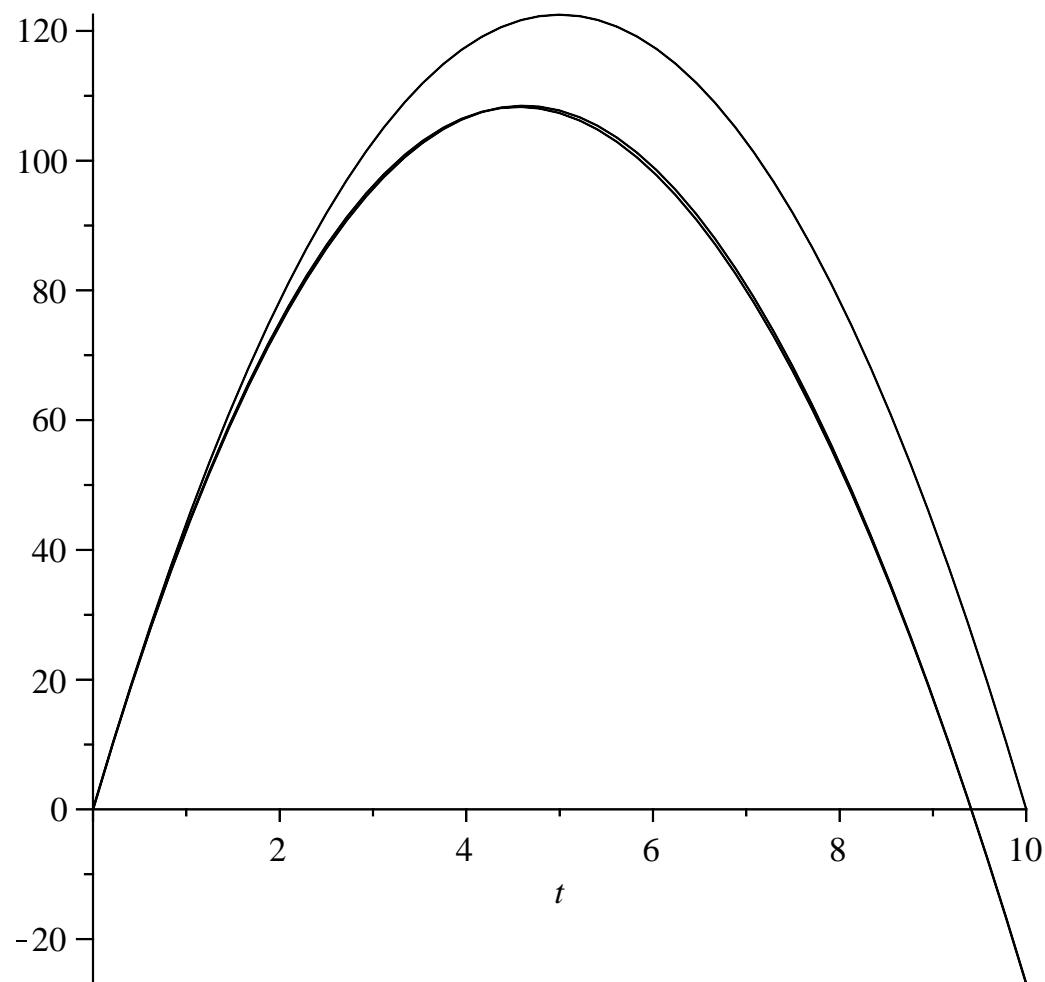
$$\begin{aligned}
tmax2 &:= 5.539547664 \\
v3 &:= t \rightarrow \text{piecewise} \left( t < tmax1, \sqrt{\frac{g}{\rho^2}} \tan(C1 - t \sqrt{\rho^2 g}), tmax1 \leq t, \sqrt{\frac{g}{\rho^2}} \tanh(C2 - (tmax2 + t - tmax1) \sqrt{\rho^2 g}) \right) \\
y3 &:= t \rightarrow \int_0^t v3(s) \, ds
\end{aligned} \tag{3.2}$$

Now we compare all three drag models. Notice that the linear and quadratic drags give almost identical results!

```
> plot(v3(t),t=0..10,color=black,title="velocity");
plot({y1(t),y2(t),y3(t)},t=0..10,color=black,title=
"comparison of position for three drag models");
```



comparison of position for three drag models



>