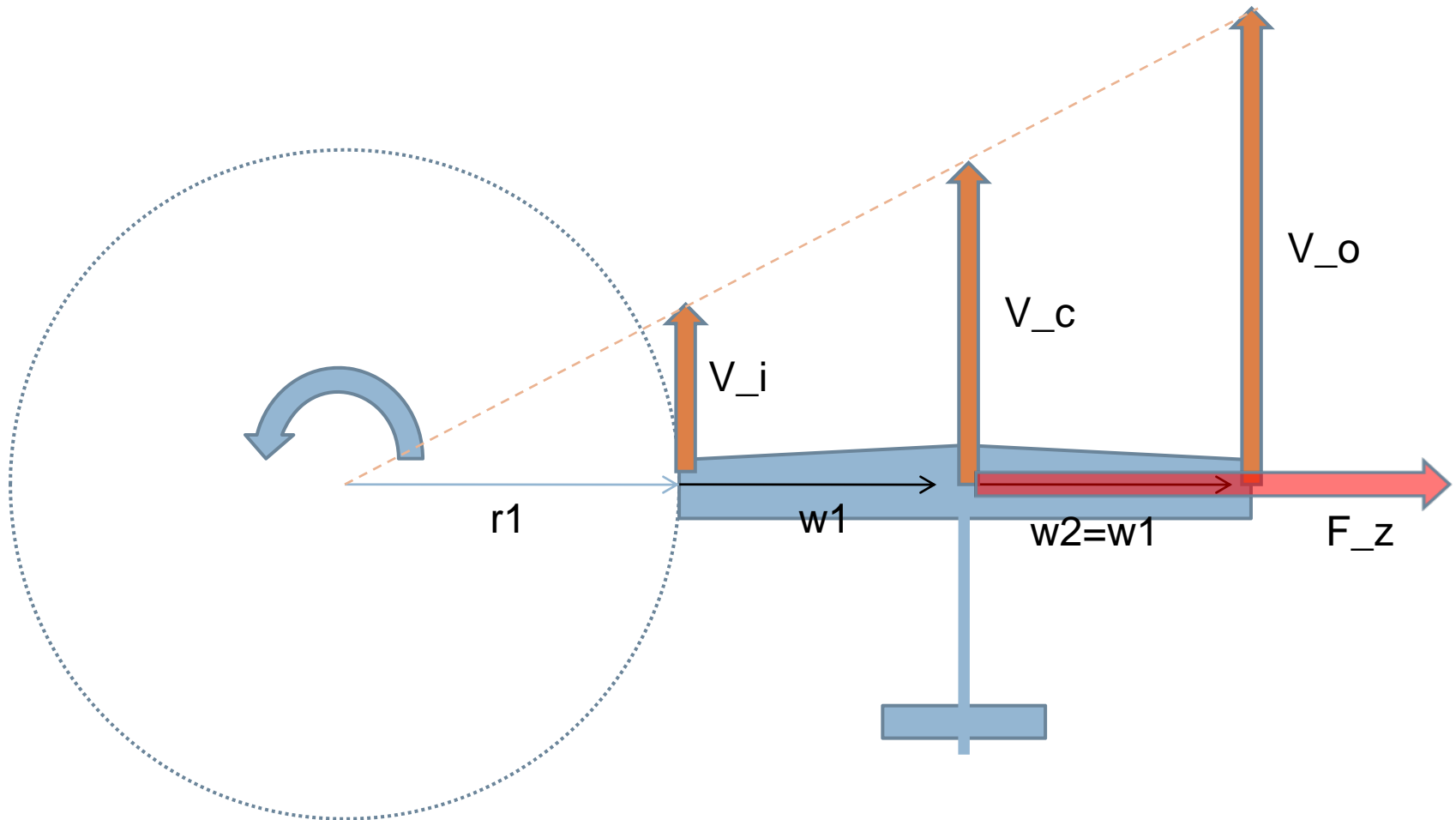


# PHYSICS OF THE SAL- START

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# The start setup



# Doing some math...

- Angular Speed:  $V = 2 \cdot \text{PI} \cdot r / t = \text{const} \cdot r / t$ 
  - $V_i = 2 \cdot r_1 \cdot \text{PI} / t$
  - $V_c = 2 \cdot (r_1 + w_1) \cdot \text{PI} / t$
  - $V_o = 2 \cdot (r_1 + w_1 + w_2) \cdot \text{PI} / t = 2 \cdot (r_1 + 2 \cdot w_1) \cdot \text{PI} / t$
- Angular Force:  $F = m \cdot v^2 / r$ 
  - $F_z = m \cdot V_c^2 / (r_1 + w_1) = m \cdot (2 \cdot (r_1 + w_1) \cdot \text{PI} / t)^2 / (r_1 + w_1) = m \cdot 4 \cdot (r_1 + w_1)^2 \cdot \text{PI}^2 / t^2 / (r_1 + w_1) \rightarrow$
  - $F_z = 4 \cdot m \cdot (r_1 + w_1) \cdot \text{PI}^2 / t^2$

# Doing some physics

- Classic speed to reach a height of H meters (or speed when falling from that height):
  - ▣  $V = \text{SQRT}(2 \cdot g \cdot H)$
- Assume we throw a „stone“ straight up in the air and we want to reach  $H=30\text{m}$   $\rightarrow V \approx 24.3\text{m/s}$
- $\text{Re} \approx v \cdot \text{chordlength} \cdot 70000$
- Time for falling from H meters:
  - ▣  $T = \text{SQRT}(H \cdot 2/g) \rightarrow 2.4\text{s}$

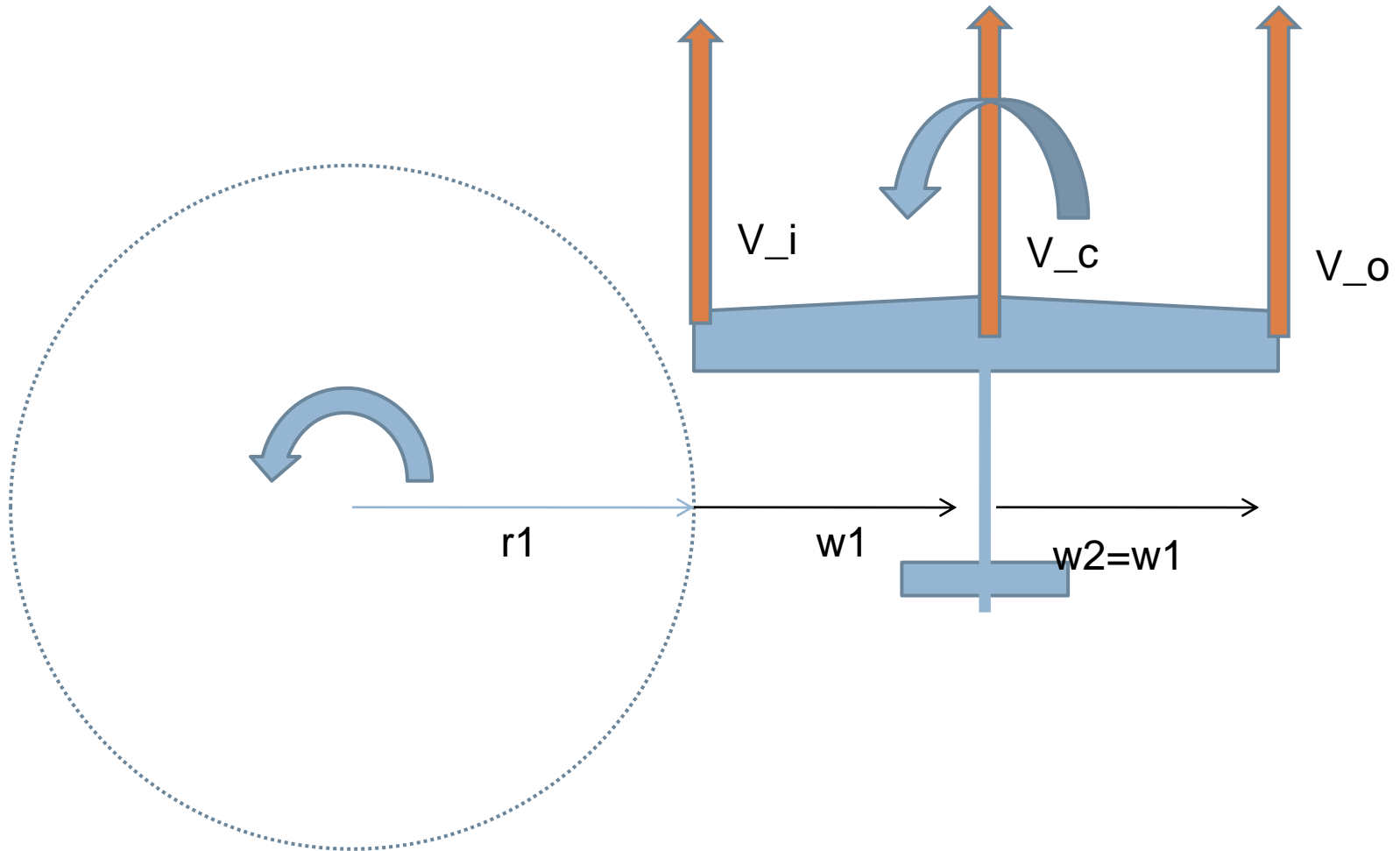
# Dimensions

- Arm length  $r_1 = 1\text{m}$
- Wingspan =  $1\text{m} \rightarrow w_1 = w_2 = 0.5\text{m}$
- Weight =  $0.3\text{kg}$
- Duration for one  $360^\circ$  turn =  $0.5\text{s}$
- Chord length at root =  $0.25\text{m}$
- Chord length at tips =  $0.20\text{m}$

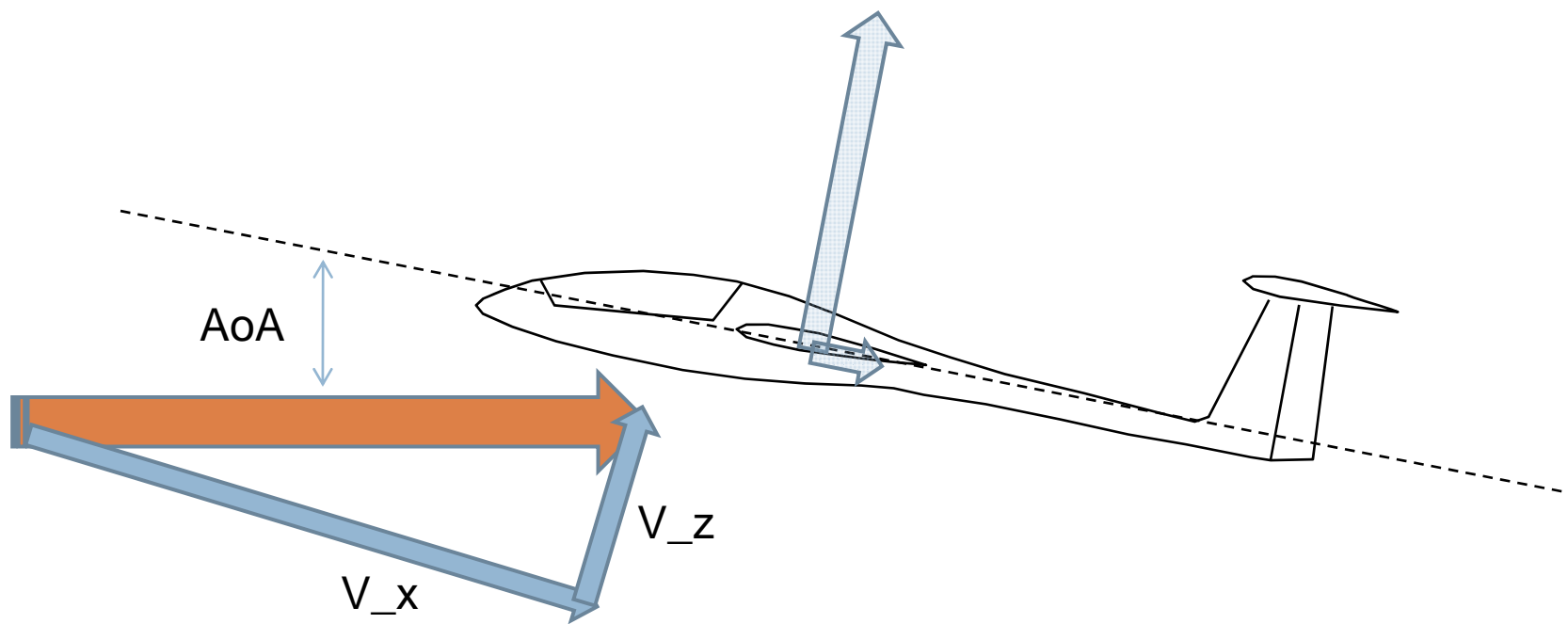
# Calculation

- $V_i = 12.56 \text{ m/s}$
- $V_c = 18.84 \text{ m/s} = 1.5 * V_i$
- $V_o = 25.12 \text{ m/s} = 2 * V_i$
- $F_z = 71 \text{ N} = m * g \rightarrow 7.23 \text{ g (g-force)}$  „virtual“  
model weight is 2.1kg during launch!
- $Re_i = 175840$
- $Re_c = 329700 = 1.5 * R_i$
- $Re_o = 351680 = 2 * R_i$

# One moment after the start

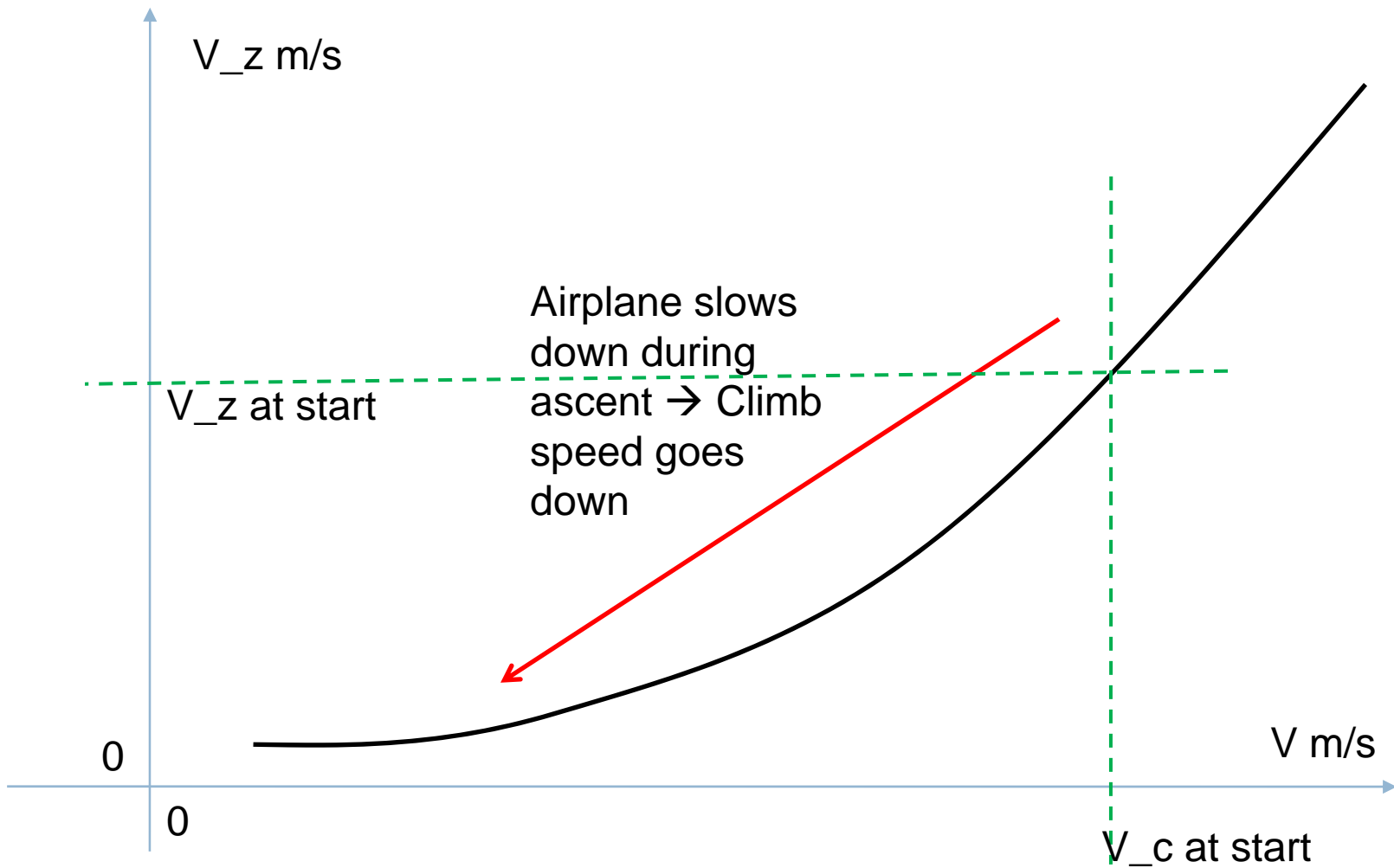


# Going up!





# $V_z$ vs $V$



$$V_z = V_z(V(t))$$

- Climb speed is a function of  $V$
- $V$  is a function of time  $t$
- $\rightarrow V_z = V_z(V(t))$
- $\rightarrow H(t) = V_z(V(t)) \cdot t$
- **Lets asume a linear  $V_z(V) = 4 \cdot V - 20$**
- $V = V(t) = g \cdot t$
- $\rightarrow V_z(t) = 4 \cdot g \cdot t - 20$
- $\rightarrow$  Integrate over time:  $\int V_z(t) dt$
- $\rightarrow 2 \cdot g \cdot t^2 - 20t$
- Boundary condition:  $t [0, 2.4s] \rightarrow$  **65m! (overestimated due to linear asumtion!)**
- Normal throw straight up: **28.25m!**

# So what?

- Implicit assumptions: The AoA changes with respect to the speed correctly.
- Since  $C_l/C_d$  has a maximum you should try to „level“ out the airplane during launch at the specific speed to make progress in the air
- Launching with high AoA is bad → AoA must „fit“ to the speed to produce the best lift!