

UCSD Physics 10



Rockets, Orbits, and Universal Gravitation

UCSD Physics 10

Some Questions We'll Address Today

- What makes a rocket go?
- How can a rocket work in outer space?
- How do things get into orbit?
- What's special about geo-synchronous orbit?
- How does the force of gravity depend on mass and separation?

Spring 2008 2

UCSD Physics 10

What does a rocket push against?



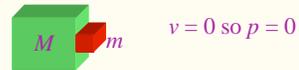
- Cars push on the road
- Boats push on the water
- Propellers push against air
- Jet engines push air through turbines, heat it, and push against the hot exhaust (air)
- What can you push against in space?

Spring 2008 3

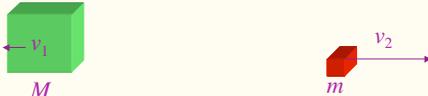
UCSD Physics 10

Momentum is conserved!

- **Before**



- **After**



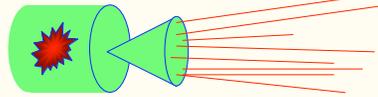
$p_{\text{after}} = Mv_1 + mv_2 = 0$ as well so
 $v_1 = -(m/M)v_2$

Spring 2008 4

UCSD Physics 10

A Rocket Engine: The Principle

- Burn Fuel to get hot gas
 - hot = thermally fast → more momentum
- Shoot the gas out the tail end
- Exploit momentum conservation to accelerate rocket

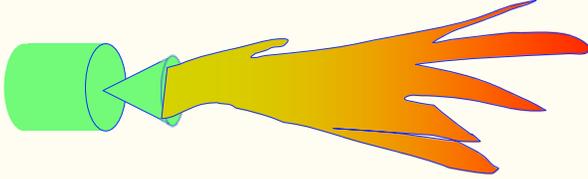


Spring 2008 5

UCSD Physics 10

A Rocket Engine: The Principle

- Burn Fuel to get hot gas
- Shoot the gas out the tail end
- Exploit momentum conservation to accelerate rocket



Spring 2008 6

UCSD Physics 10

Rockets push against the inertia of the ejected gas!

- Imagine standing on a sled throwing bricks.
 - Conservation of momentum, baby!
- Each brick carries away momentum, adding to your own momentum
- Can eventually get going *faster* than you can throw bricks!
 - In this case, a stationary observer views your thrown bricks as also traveling forward a bit, but not as fast as you are

Spring 2008 7

UCSD Physics 10

What counts?

- The “figure of merit” for propellant is the momentum it carries off, mv .
- It works best to get the propulsion moving as fast as possible before releasing it
- Converting fuel to a hot gas gives the atoms speeds of around 6000 km/h!
- Rockets often in stages: gets rid of “dead mass”
 - same momentum kick from propellant has greater impact on velocity of rocket if the rocket’s mass is reduced

Spring 2008 8

UCSD

Physics 10

Spray Paint Example

- Imagine you were stranded outside the space shuttle and needed to get back, and had only a can of spray paint. Are you better off throwing the can, or spraying out the contents? Why?
 - Note: Spray paint particles (and especially the gas propellant particles) leave the nozzle at 100-300 m/s (several hundred miles per hour)

Spring 2008

9

UCSD

Physics 10

Going into orbit

- Recall we approximated gravity as giving a const. acceleration at the Earth's surface
 - It quickly reduces as we move away from the sphere of the earth
- Imagine launching a succession of rockets upwards, at increasing speeds
- The first few would fall back to Earth, but eventually one would escape the Earth's gravitational pull and would break free
 - Escape velocity from the surface is 11.2 km/s

Spring 2008

10

UCSD

Physics 10

Going into orbit, cont.

- Now launch sideways from a mountaintop
- If you achieve a speed v such that $v^2/r = g$, the projectile would orbit the Earth at the surface!
- How fast is this? $R_{\oplus} \sim 6400 \text{ km} = 6.4 \times 10^6 \text{ m}$, so you'd need a speed of $\text{sqrt}[(6.4 \times 10^6 \text{ m})(10 \text{ m/s}^2)] = \text{sqrt}(6.4 \times 10^7) \text{ m/s}$, so:
 - $v \approx 8000 \text{ m/s} = 8 \text{ km/s} = 28,800 \text{ km/hr} \sim 18,000 \text{ mph}$

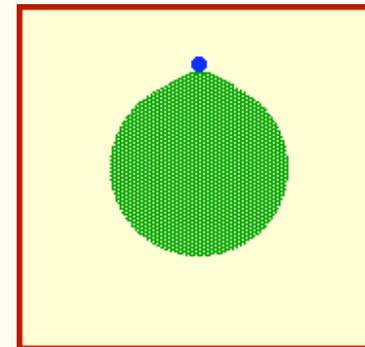
Spring 2008

11

UCSD

Physics 10

4 km/s: Not Fast Enough....

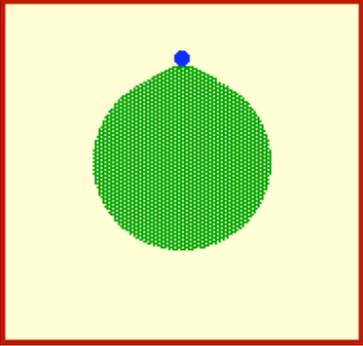


Spring 2008

12

UCSD Physics 10

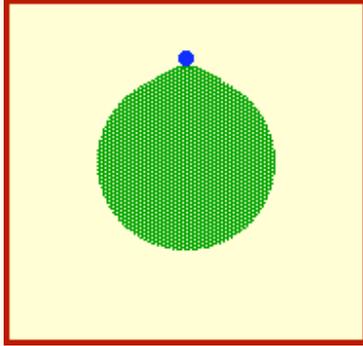
6 km/s: Almost Fast Enough....but not quite!



Spring 2008 13

UCSD Physics 10

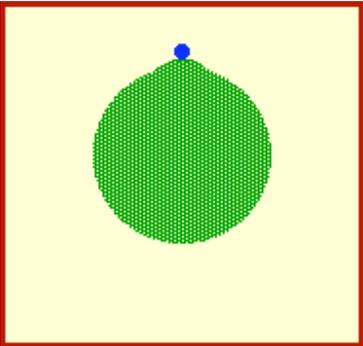
8 km/s: Not Too Fast, Nor Too Slow....Just Right



Spring 2008 14

UCSD Physics 10

10 km/s: Faster Than Needed to Achieve Orbit



Spring 2008 15

UCSD Physics 10

Newton's Law of Universal Gravitation

The Gravitational Force between two masses is proportional to each of the masses, and inversely proportional to the square of their separation.

$$F = GM_1M_2/r^2$$

Newton's Law of Universal Gravitation

$a_1 = F/M_1 = GM_2/r^2 \rightarrow$ acceleration of mass #1 due to mass #2
(remember when we said grav. force was proportional to mass?)

$G = 6.674 \times 10^{-11} \text{ m}^3/(\text{kg} \cdot \text{s}^2)$
Earth: $M = 5.976 \times 10^{24} \text{ kg}$; $r = 6,378,000 \text{ m} \rightarrow a = 9.80 \text{ m/s}^2$

Spring 2008 16

UCSD Physics 10

What up, G ?

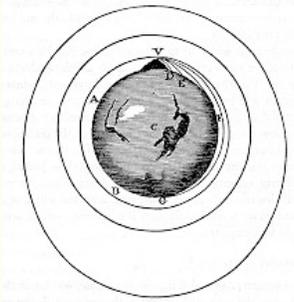
- G is a constant we have to shove into the relationship to match observation
 - Determines the strength of gravity, if you will
- **Best measurement of G to date is 0.001% accurate**
- Large spheres attract small masses inside canister, and deflection is **accurately measured**



Spring 2008 17

UCSD Physics 10

Newton's classic picture of orbits



- Low-earth-orbit takes 88 minutes to come around full circle
- Geosynchronous satellites take 24 hours
- The moon takes a month
- Can figure out circular orbit velocity by setting $F_{\text{gravity}} = F_{\text{centripetal}}$ OR:

$$GMm/r^2 = mv^2/r, \text{ reducing to } v^2 = GM/r$$

M is mass of large body, r is the radius of the orbit

Spring 2008 18

UCSD Physics 10

Space Shuttle Orbit

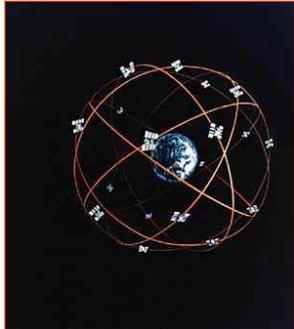
- Example of LEO, Low Earth Orbit ~200 km altitude above surface
- Period of ~90 minutes, $v = 7,800$ m/s
- Decays fairly rapidly due to drag from small residual gases in upper atmosphere
 - Not a good long-term parking option!

Spring 2008 19

UCSD Physics 10

Other orbits

- MEO (Mid-Earth Orbits)
 - Communications satellites
 - GPS nodes
 - half-day orbit 20,000 km altitude, $v = 3,900$ m/s
- Elliptical & Polar orbits
 - Spy satellites
 - Scientific sun-synchronous satellites



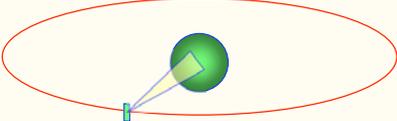
GPS Constellation

Spring 2008 20

UCSD Physics 10

Geo-synchronous Orbit

- Altitude chosen so that period of orbit = 24 hrs
 - Altitude = 36,000 km ($\sim 6 R_{\oplus}$), $v = 3,000$ m/s
- Stays above the same spot on the Earth!
- Only equatorial orbits work
 - That's the direction of earth rotation
- Scarce resource
- Cluttered!
 - 2,200 in orbit



Spring 2008 21

UCSD Physics 10

Rotating Space Stations Simulate Gravity



- Just like spinning drum in amusement park, create gravity in space via rotation
- Where is the “floor”?
- Where would you still feel weightless?
- Note the windows on the face of the wheel

From 2001: A Space Odyssey
rotates like bicycle tire

Spring 2008 22

UCSD Physics 10

Summary

- Rockets work through the conservation of momentum – “recoil” – the exhaust gas does not “push” on anything
- $F = GMm/r^2$ for the gravitational interaction
- Orbiting objects are often in **uniform circular motion** around the Earth
- Objects seem weightless in space because they are in **free-fall around earth**, along with their spaceship
- Can generate artificial gravity with rotation

Spring 2008 23

UCSD Physics 10

Assignments

- HW for 2/17: 7.E.42, 7.P.9; 6.R.16, 6.R.19, 6.R.22, 6.R.23, 6.E.8, 6.E.12, 6.E.43, 6.P.6, 6.P.12, 8.R.29, 8.E.47, 8.P.9, **plus additional questions accessed through website**

Spring 2008 24