

## Problem 2.15

Consider a projectile launched with velocity  $(v_{x_0}, v_{y_0})$  from horizontal ground (with  $x$  measured horizontally and  $y$  vertically up). Assuming no air resistance, find how long the projectile is in the air and show that the distance it travels before landing (the horizontal range) is  $2v_{x_0}v_{y_0}/g$ .

### Solution

Newton's second law gives two equations of motion, one for each dimension the projectile moves in.

$$\sum \mathbf{F} = m\mathbf{a} \quad \Rightarrow \quad \begin{cases} \sum F_x = ma_x \\ \sum F_y = ma_y \end{cases}$$

Since there's no air resistance, the only force to consider is the one due to gravity.

$$\begin{cases} 0 = ma_x \\ -mg = ma_y \end{cases}$$

$$\begin{cases} a_x = 0 \\ a_y = -g \end{cases}$$

$$\begin{cases} \frac{d^2x}{dt^2} = 0 \\ \frac{d^2y}{dt^2} = -g \end{cases}$$

$$\begin{cases} \frac{dx}{dt} = v_{x_0} \\ \frac{dy}{dt} = -gt + v_{y_0} \end{cases}$$

$$\begin{cases} x(t) = v_{x_0}t + x_0 \\ y(t) = -\frac{1}{2}gt^2 + v_{y_0}t + y_0 \end{cases}$$

Take the launching site to be the origin so that  $x_0 = 0$  and  $y_0 = 0$ .

$$\begin{cases} x(t) = v_{x_0}t \\ y(t) = -\frac{1}{2}gt^2 + v_{y_0}t \end{cases}$$

Now that the equations of motion are solved, every question about the projectile's motion can be answered.

In order to find how long the projectile is in the air, set  $y(t_{\text{air}}) = 0$  and solve the equation for  $t_{\text{air}}$ .

$$0 = -\frac{1}{2}gt_{\text{air}}^2 + v_{y0}t_{\text{air}}$$

$$0 = \left(-\frac{1}{2}gt_{\text{air}} + v_{y0}\right)t_{\text{air}}$$

By the zero product property,

$$-\frac{1}{2}gt_{\text{air}} + v_{y0} = 0 \quad \text{or} \quad t_{\text{air}} = 0$$

$$\boxed{t_{\text{air}} = \frac{2v_{y0}}{g}} \quad \text{or} \quad t_{\text{air}} = 0.$$

The projectile is launched at  $t = 0$ , so  $t = 2v_{y0}/g$  must be when it hits the floor. Plug this time into the formula for  $x(t)$  to find how far it goes horizontally.

$$\begin{aligned} x\left(\frac{2v_{y0}}{g}\right) &= v_{x0}\left(\frac{2v_{y0}}{g}\right) \\ &= \frac{2v_{x0}v_{y0}}{g} \end{aligned}$$

This is the horizontal range.