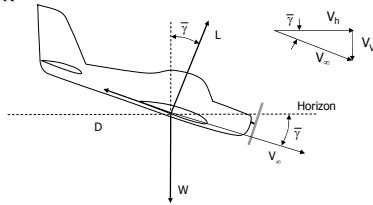


### Gliding Path - Drift down

- Consider an airplane in a power-off glide as shown below:



- Note that by convention the descent angle is defined as being positive. So, we will use:  $\bar{\gamma} = -\gamma$ .

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### Gliding Path (continued)

- The force balance this time yields:

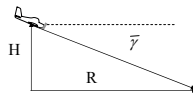
$$D = W \sin \bar{\gamma} \qquad L = W \cos \bar{\gamma}$$

- Or by dividing the two equations:

$$\tan \bar{\gamma} = \frac{D}{L} = \frac{1}{L/D}$$

- Thus, the minimum glide slope angle occurs for a maximum L/D!
- Note that  $\bar{\gamma}_{\min}$  provides for the longest distance traveled in a glide from altitude.

$$\tan \bar{\gamma} = \frac{D}{L} = \frac{H}{R}$$




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### Gliding Path (continued)

- For maximum time aloft, we want the minimum vertical velocity,  $V_v$ .
- To get this, multiply our drag equation by  $V_\infty^2$ :  
 $V_\infty D = W V_\infty \sin \bar{\gamma}$  or  $V_v = V_\infty \sin \bar{\gamma} = \frac{V_\infty D}{W} = \frac{P_R}{W}$
- Thus, for a minimum vertical velocity, we want a minimum in the required power,  $P_R$ !
- By our previous calculations, this occurs when:

$$V_v = \frac{C_D}{C_L^2} \sqrt{\frac{2W}{\rho_\infty S}} \qquad (V_v)_{\min} \Leftrightarrow \left( \frac{C_L^2}{C_D} \right)_{\max}$$

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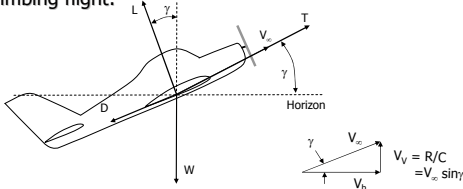
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## Rate of Climb

- Consider now an airplane in steady, unaccelerated, climbing flight:



- The vertical component of velocity is called the rate of climb, R/C (often given in the non-standard units of feet per minute, fpm).

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## Rate of Climb (continued)

- A force balance parallel and perpendicular to the flight path yields:

$$T = D + W \sin \gamma \quad L = W \cos \gamma$$

- the primary difference from level flight being the weight contribution in the flight direction

- Rearranging the first equation gives:

$$\frac{T - D}{W} = \sin \gamma$$

- or after multiplying by velocity:

$$\frac{(T - D)V_\infty}{W} = \frac{P_A - P_R}{W} = V_\infty \sin \gamma = R / C$$

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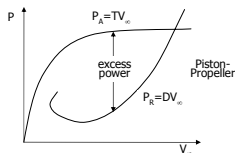
## Rate of Climb (continued)

- Thus, the rate of climb is proportional to the difference between the power available,  $TV_{\infty}$  and the power required for level flight,  $DV_{\infty}$ .

- This difference is called the excess power:

$$P_R - P_A = \text{excess power} \quad R / C = \frac{\text{excess power}}{W}$$

- Graphically, the excess power is the distance between the power available and power required curves




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## Rate of Climb (continued)

- A little word of caution about using these charts:
  - The power required curve shown is that for level, unaccelerated flight.
  - However, the drag depends upon the lift which in climbing flight is slightly lower than in level flight since  $L = W \cos \gamma$
  - The power required curve thus depends upon the angle of climb - but we cannot calculate the excess power and the angle of climb until we first have the power required!
  - For small climb angles,  $\cos \gamma \sim 1$ , so  $L \sim W$ . Thus, we don't have to worry about this discrepancy.
  - For large climb angles, the original force balance equations must be solve to yield a relationship between  $V$  and  $\gamma$  for given values of  $T$ .

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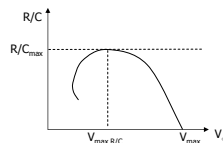
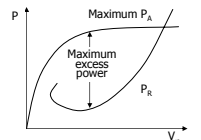
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## Rate of Climb (continued)

- The maximum rate of climb occurs for the highest throttle setting and at a velocity such that excess power is a maximum.
- Another way to represent this is to plot the rate of climb versus flight velocity.
- The maximum R/C and the corresponding velocity are easily seen.




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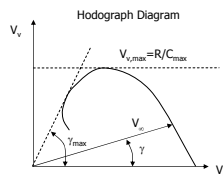
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## Rate of Climb (continued)

- Also of interest is the maximum flight path angle - useful if we want clear obstacles.
- To find this, change the axis on the previous plot to the horizontal velocity - a so-called hodograph diagram.
- A line to any point on this curve represents the flight velocity and angle.
- The tangent line shown will have the steepest flight path angle (note how close to stall it is!)




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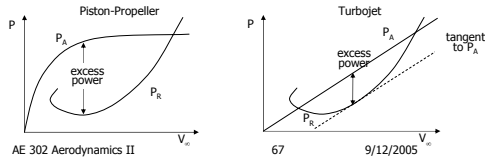
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## Rate of Climb (continued)

- One final note concerns the difference between turbojets and piston-propellers.
- The two sketches below show that at low speeds, piston-propellers have a higher level of excess power.
- This add a comfort margin in propeller driven aircraft since all planes normally land near their stall speeds!



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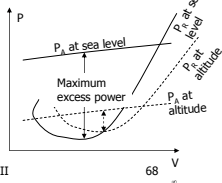
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## Ceilings

- Let's review the altitude on effects on power available and power required.
- $P_A$  decreases with  $\sigma$ , while  $P_R$  increases by  $(1/\sigma)^{1/2}$
- As a result, the maximum excess power, and thus the maximum rate of climb, decreases with altitude!



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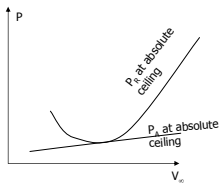
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## Ceilings (continued)

- At some altitude, the maximum excess power becomes zero.
- This situation is the maximum possible flight altitude of the aircraft - the **absolute ceiling**!
- While it is possible for an aircraft to achieve this altitude, the aircraft is unstable at this condition and it is difficult, if not actually unsafe, to fly there.



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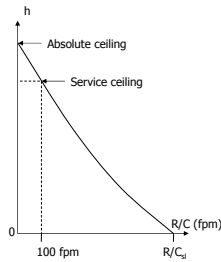
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## Ceilings (continued)

- A more practical ceiling for an aircraft is that altitude at which the rate of climb is reduced to 100 fpm - the **service ceiling!**
- For commercial jet transports, the service ceiling is even more restrictive - a 500 fpm rate of climb is required.




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## Ceilings (continued)

- One final note: a quick estimate of the absolute ceiling of a propeller airplane may be made by noticing that at this condition,  $P_A \sim P_{R,min}$ .
- Using our altitude correction formulae:

$$P_A = P_{R,min} \Rightarrow \sigma P_{A,0} = \frac{P_{R,min,0}}{\sqrt{\sigma}}$$

$$\sigma = \left( \frac{P_{R,min}}{P_A} \right)_0^{2/3}$$

- Thus, the density ratio at the absolute ceiling can be estimated from the power ratio at sea level.

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## Time to climb

- The time to climb from one altitude to another may be calculated once the rate of climb is known.
- Unfortunately, since R/C varies with altitude, the necessary calculation is an integration as indicated by:

$$R/C = \frac{dh}{dt} \quad t = \int_{h_1}^{h_2} \frac{dh}{R/C}$$

- Thus, the R/C must be determined at a number of altitudes in the range between  $h_1$  and  $h_2$
- A plot of  $(R/C)^{-1}$  can then be numerically or graphically integrated to get time.

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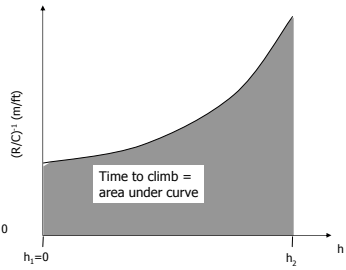
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## Time to climb (continued)

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